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THE MAG THAT W... ...ON THE OPPOSITIO

COMMODORE FORCE

impact MAGAZINES
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TROLLS

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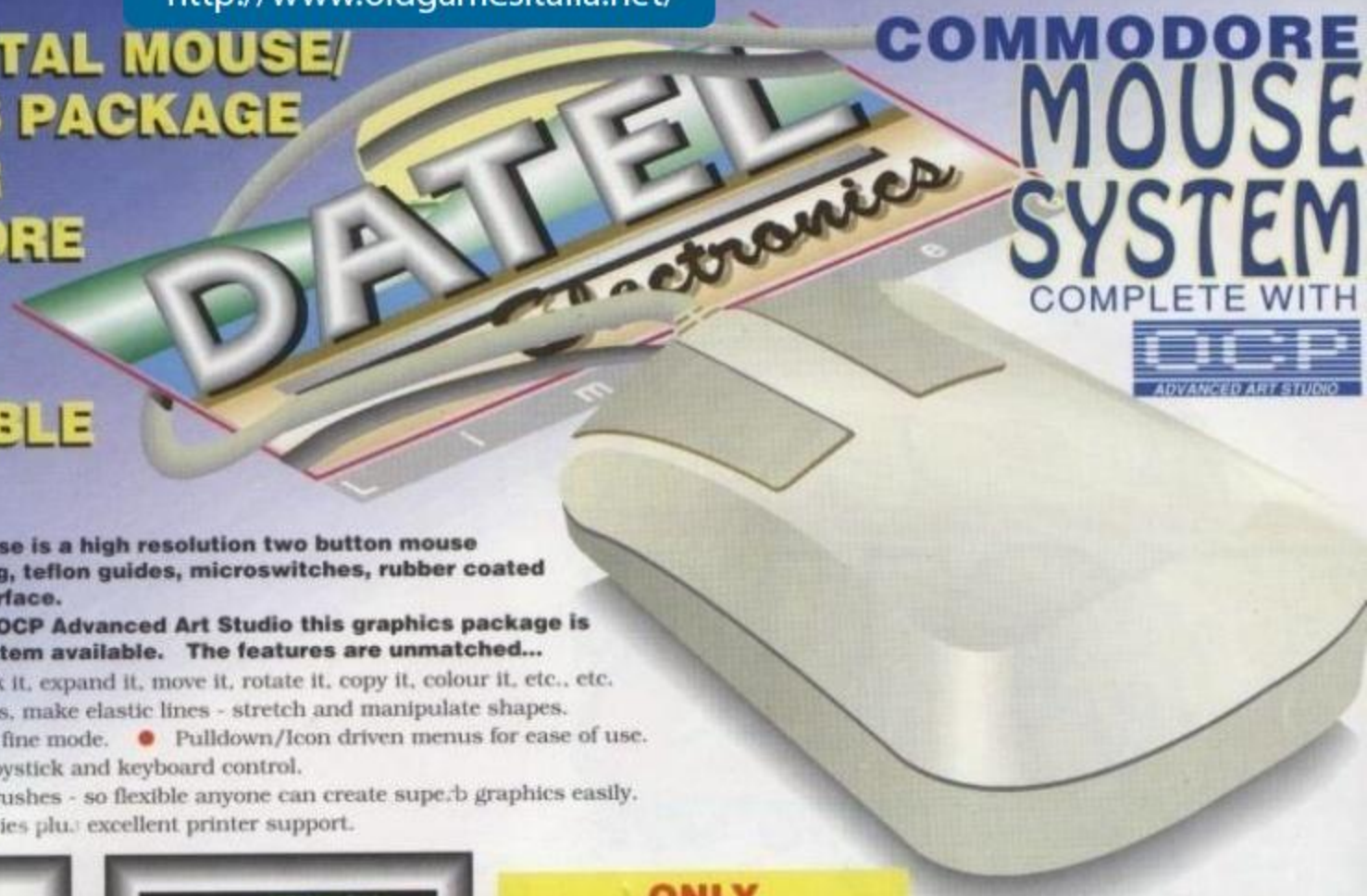

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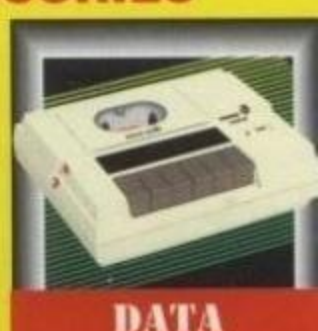

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ISSUE 5 MAY 1993

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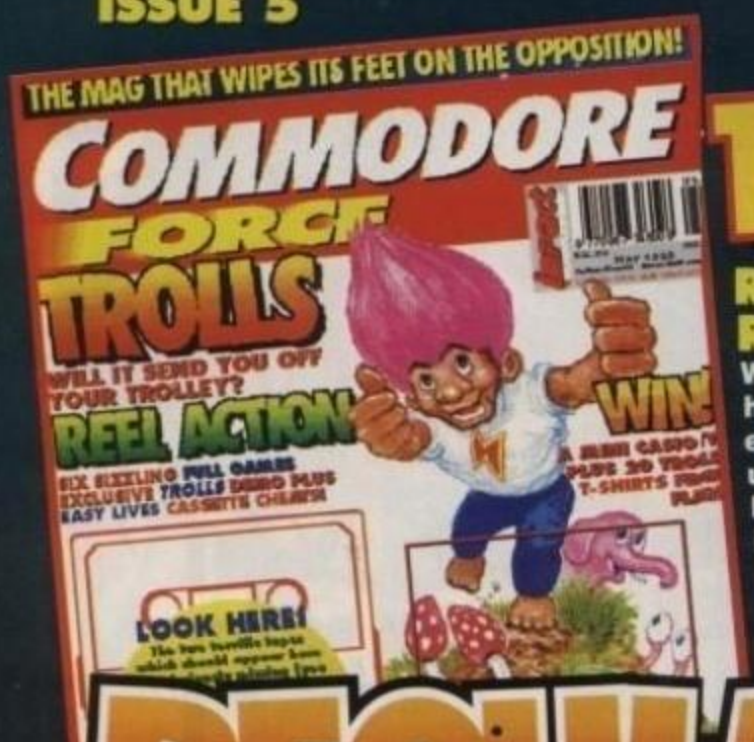

REGULARS!

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16 CUTE TO KILL MILES 'ROCK-A-BYE BABY' GUTTERY checks out the very best cutsie platformers (and a few turkeys too)...

22 THAT WAS THE GAME THAT WASN'T Ever wondered why some games are programmed and advertised, but never released? IAN 'AWOL' OSBORNE asks himself the same question...

34 POSTER APOCALYPSE Put that hairy horror on your wall!

GOING, GOING... GONK! A handheld Casio TV and 20 *Trolls* T-shirt up for grabs!

READER SURVEY Fifth issue already? It's about time we fou out what you lot really think of our illustrious tome, in'it?

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Tackle those text-heavy teasers with Bash! The ONLY regular adventure column in any Commodore mag.

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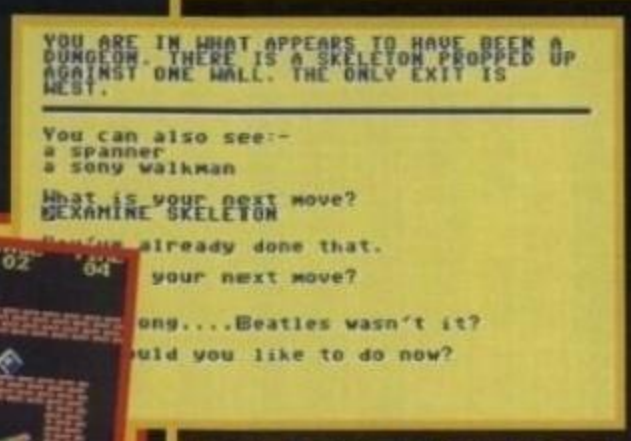
We can get ANY C64 game currently available, as well as binders, back issues, datasettes, mouses (or should that read 'mice'?), joysticks, replay carts... you name it, we've got it!

66 NEXT MONTH
I bet you can hardly wait (but read this month's mag first)...

REEL ACTION

There's two sides to every story, two half-eaten sarnies in Chris's desk, two wheels on Miles's car, two brain cells in Ian's head, two enormous zits on Steve's ugly mug, and... two tapes on every issue of COMMODORE FORCE!


YOU ARE IN WHAT APPEARS TO HAVE BEEN A DUNGEON. THERE IS A SKELETON PROPPED UP AGAINST ONE WALL. THE ONLY EXIT IS WEST.
You can also see:-
a spanner
a sony walkman
What is your next move?
EXAMINE SKELETON
already done that.
your next move?
ong....Beatles wasn't it?
uld you like to do now?

ARTURA

Mappers take heed — you'll be falling over yourselves to play this corking arcade adventure.

THE EXTRICATOR

Ace adventure for puzzling past midnight with.

FOOTBALL MANAGER

Looking forward the the release of Football Manager 3? Now you can see where it all began — with the father of management games.

TROLLS DEMO

Your chance to see why Trolls deserves a Hurricane Hit with this superb Candy World demo.

COMMODORE FORCE

COMMODORE FORCE (incorporating ZZAP!64) is Britain's biggest C64 mag — created by: Impact Magazines, Ludlow, Shropshire, SY8 1JW.

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COVER BY Oli 'Big Frey Up' Frey

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WHAT'S H

HERE ARE THE ED LINES

The sun is out, the sky is blue, and here's our May issue, just for you! Oh, the joys of spring. The Ozric Tentacles are *warbling* away merrily on my cassette player, the C-Forcers are *beavering* away like the busy bees they are, and I've just been *blasting* away on two of the most excellent reader games I've seen to date. It's too late in the day to get either of them on the Reel Action cassettes for this ish — they only came in this morning — but watch out next month 'coz we'll be bunging the blighters on then. Someday, all SEUCK games will be made this way...

Meanwhile, not all is quiet in the wide world of Commodore. Traditionally, this is the period when things start winding down for the summer when, it's reckoned, gamesters take to the beach or back garden to sun themselves and shun their C64s. Games are arriving almost every day, though, and tantalising news of forthcoming releases reaches our ears on a regular basis.

To be honest, the continued success of the Commodore 64 has taken a lot of industry luminaries totally by surprise. With all the hype and hubbub surrounding the consoles, many software developers got suckered into believing the trusty old 64 was on its last legs and not worth producing games for. Ha! Our growing circulation (it's almost doubled since Issue #1!), coupled with a postbag bulging with new devotees to the 64 scene, is testimony to the truth.

May The Commodore Force Be With You. Always!

Steve

Steve Shields
Managing Editor

THE BIG BREAKFAST MASTERBLASTER MAYHEM!

TELEPHONE TIPS

Hi — Ben The Boffin here with some great news about your scrumptious BIG BREAKFAST tips. I was going to send a whole heap of heinous helps, but with so many games and so little time (being a high-flying media personality is *such* hard work), I couldn't decide what to do — can you help? To vote for the game of your choice, call one of the following numbers;

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0839 007 886

0839 007 887

0839 007 888

The call costs no more than 10p, which is less than the cost of a stamp. The game with the most votes will be tipped from top to tail in a future COMMODORE FORCE.

Remember, keep watching THE BIG BREAKFAST computer feature, *Master Blaster*, on Mondays and Thursdays, 7.45 am, and keep jabbing those joysticks!

WHO'S PLAYING WHAT

STEVE SHIELDS

● I've just finished reading Ian's Who's Playing What bit, and I must say I disagree with him. Ocean's *Lethal Weapon* is an excellent game so please, I implore you, buy two copies each! Seriously, though, *Trolls* and *Carnage* have kept me merrily motivated well into the wee hours this mumph...

IAN OSBORNE

● There's a right and a wrong way to do a license. You could create a boring, derivative pile of tosh that'll sell anyway (*Lethal Weapon*), or you could create a polished game, taking the machine to its limits (*Trolls*). If the Ocean outing sells more, I'm resigning!

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APPENING?

ONE BLINDING MOUSE

Do you get frustrated playing icon-driven games due to clumsy controls? Is that great art package you had for Christmas sitting redundant because you can't draw with a joystick? Your problems are over — Datalux have a fully-compatible mouse for your Commodore 64. When ours arrived we tested it out on Flair Software's awesome *Elvira II*, and it played as well as SHE looks!

Comfortable in the hand with two nicely-weighted buttons, the mouse moves exceptionally smoothly, giving a reassuringly precise control. This indispensable piece of equipment can be yours for the unfeasibly reasonable price of £17.99. Check out the FORCEFIELD PLAZA for details, and get 'em while they're hot!

SPENT CARTRIDGES

Attention all multi-load haters... we've just recieved news of several games now available on that wondrous format known as the cartridge! First up is *Space Gun*, a much-praised *Op Wolfish* blast-'em-to-bits outing. Previewed this ish in anticipation of it's imminent re-release, all xenophobes who can't stand tape hassles should take note.

If ghostly goings-on are more your cup of hemlock, *The Addams Family* is also being re-released on cart. Last but not least is System 3's completely wonderful *Turbo Charge*, one of the best drivers on the C64. All three cost £19.99 each and are available by mail order from Software City. See their ad elsewhere this ish for details.

OCEAN IN CHARITY PROMOTION COMOTION

Ocean Software's contribution to this year's Comic Relief event is a brill full-pricer called *Sleepwalker*.

Controlling a cutsie dog, you must help your somnambulistic master negotiate a series of hazards such as trapdoors, toxic waste and less-than-friendly reptiles. To help him over a particularly large leap you give him a hefty kick up the behind, lifting him into the air (he must be a VERY heavy sleeper). Ocean and Comic Relief share the proceeds from the game.

Many of last year's Comic Relief offerings were of questionable quality. The tape, for example, was about as funny as a telephone answering machine, and the comic was a self-indulgent mess. Judging by the Amiga game, though, *Sleepwalker* will be a real killer.

The C64 version is currently being pro-gram-med — watch this space for more details!

SEEN THE FANZINE SCENE?

If (like us) you thought the only good thing to come out of Australia was Sophie off *Home and Away*, think again. ***Friendz & Contax*** fanzine hails from the land of kangaroos and watery beer, and is dedicated to all things 64.

Containing everything from game reviews to programming hints and hardware information, our copy has twenty clearly laid-out pages full of news and views from down under. If you want to know more, write to:

Steve Hedges, 11 Dunsford Street, Whyalla Stuart, South Australia, Austalia 5608

Keep up the good work Stevey boy!

SEEN THIS OTHER 'ZINE ON THE SCENE?

Sticking with the fanzine thing for a mo, Issue One of *Super 64* is now available.

For a copy, send a SAE and cheque for £1 (payable to R Randle) to:

Super 64 Fanzine, 13 Stanley Road, Hinkley, Leicestershire LE10 0HR

IT'S A FAIR COP...

Those in the London area hoping to go the ***All-Formats Computer Fair*** at Sandown Park on Saturday, April 24th... don't! The venue is actually the Novotel, Hammersmith.

Due to a cock-up by the organisers, the wrong venue appeared on one-and-a-half million '£1 Off' vouchers, tens of thousands of advance tickets, countless adverts and numerous press releases!

If you're going to the ***All-Formats Computer Fair*** on Saturday, April 24th, go to THE NOVOTEL, HAMMERSMITH not Sandown park. The fairs are usually well worth checking out so hopefully everyone will get there in the end.

BUTTON-TAPPING BANTER BY THE CREW.

CHRIS HAYWARD

● The colour-sploshed *Trolls* captured everyones attention, and there was much bickering as to who played first when it arrived. *Carnage* also proved to be a winner, giving me several ideas on how to drive my own spluttering automobile — I can now reach 21mph flat out!

MILES GUTTERY

● It's been a funny old month, Happy as I was with my carefree existemce (peace man!) my joviality was further increased by the arrival of *Slicks* (on the *Super Sports Challenge* compilation) and the completely wonderful *Trolls*. 'Jolly big wowzers', I chirped with delight, and played them lots.

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CHARTS!

TOP TON!

ELSPA CHARTS PENGUIN

COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

Why is *Street Fighter II* still Number One? It wasn't *that* good. More worrying still, its terrible predecessor's selling on the hype generated by its disappointing sequel. You want good games? Fine. Read the reviews and buy the great releases. If software companys can over-hype mediocre games into the charts, they will. If you want good games, do something about it!

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2 STREET FIGHTER Kixx £3.99

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REEL ACTION

It's here, the game that spawned a thousand clones, sold a million copies and inspired two sequels — *Football Manager*, the first and some would say finest management sim ever is here for you on this month's covertape!

FOOTBALL MA

PART 2

● THE MAIN GAME

This consists of five phases;

PHASE 1
OPTIONAL ACTIONS

a) SELL OR LIST PLAYERS

The players in your squad are listed (see IMPORTANT NOTES — PLAYER ATTRIBUTES). If you select a player to to be sold, a team makes an offer for him. Note that if you refuse the offer, there's a risk that interested clubs will no longer want to buy him.

b) OBTAIN A LOAN

You may increase your bank loan up to your credit limit as follows;

DIVISION	CREDIT LIMIT
1	£1,000,000
2	£750.00
3	£500.00
4	£250.00

c) CHANGE TEAM OR PLAYER NAMES

First you have the option to change team names. If taken, the teams are displayed by division. Take care not to duplicate an existing team name. Next you can change player names. You can type your own choice of names, or

● Prism Leisure

LOADING

The game is broken into three sections. On first loading, you start at Part One. The following notes guide you through the rest of the game.

PART 1

● STARTING THE GAME

a) When your name is requested, type your full name as Team Manager.
b) No matter which team you choose to manage, you start in Division Four (note — the game was written before the Premier Division, so the divisions are labelled One, Two, Three and Four). If your favourite side isn't on the list, choose any as you can change the team name later on.
c) Start at 'beginner' level and work your way up as you become more skilful

DEALS ON REELS!

Got a disk drive? Wanna get this month's REEL ACTION raves on disk? All you have to do is cut out or photocopy this coupon and slap it in an envelope with a cheque/PO for £1.49 (payable to Ablex Ltd) to; **Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR**. DON'T SEND YOUR COVERTAPES, you get to keep those as well!
Can't say fairer than that, can you?

Name .....
Address .....
.....
Postcode .....

ARTURA

● Prism Leisure

You are Artura, son of Pendragon (and your mother never told you). To become the saviour of the ancient Britons, you must unite the many kingdoms of Albion (blasted West Brom supporters) against the numerous invaders landing on the shores of our green and pleasant land.

You must find the hidden treasures of Albion, the whereabouts of which are known only to Merdyn the mage. Unfortunately he's disappeared and Morgause, your evil half-sister, kidnapped his apprentice Nimue and imprisoned him in her stronghold. You must rescue him.

Travel to Morgause's dungeon using the Mystical Wheel of Cerridwen, and battle through the fortress to locate Nimue. Find and use all the hidden Rune stones — only then may you return home and lead the Britons to safety.

■ Control is via a joystick in Port 2 with 'R' accessing the Rune mode.

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NAGER

perhaps even make yourself player-manager!

d) SAVING THE GAME.

To save the game, select the KEEP option. Get a blank tape ready and follow the on-screen instructions.

PHASE 2
PLAYING A MATCH

a) TEAM ATTRIBUTES

Energy, Morale, Defence, Midfield and Attack have a minimum value of 1 and maximum of 20. They are calculated as follows;

- **Energy** — The average energy rating of all players selected to play in your team.
- **Morale** — Begins at ten, increasing when you win and decreasing when you lose.
- **Defence** — The total skill rating of all defenders selected.
- **Midfield** — The total skill rating of all Midfield players selected.
- **Attack** — The total skill rating of all Attackers selected.

b) TEAM SELECTION

See IMPORTANT NOTES — PLAYER ATTRIBUTES

c) MATCH HIGHLIGHTS are shown using 3D graphics. The home team plays from left to right, and your team always plays in its own colours. The team with the best attributes often win, but there's always a chance of a shock result or giant killing, just like real football.

PLAYER ATTRIBUTES

■ When the players are listed, several details are shown;

a) THE PLAYER'S POSITION (Defender, Midfield or Attacker) is indicated by a D, M or A respectively in the far-left hand column.

b) PLAYER'S NAME

c) PLAYER'S NUMBER — used when selecting players.

d) SKILL RATING — the highest is five, lowest is one.

e) ENERGY — or a scale of 1-20, the energy rating of each player is reduced by one after each match played. It will increase by ten if he misses a match. Part of the skill involved is resting the right players, increasing their energy without doing too much harm to the skill ratings of the complete team.

f) VALUE IN POUNDS — relates directly to the skill rating of the player and the division your team is in.

g) Picked to play, Injured, or Available for selection — indicated by P, I and SPACE respectively in the far-right hand column.

NB Injured players cannot be selected to play.

PHASE 3
MATCH RESULTS

All the match results from your division are displayed. Note — your home gate money increases when you win, and decreases when you lose. Your gate money on away matches depends on the quality of your opponents.

PHASE 4
WEEKLY BILLS

a) WAGE BILL

The higher your division and greater the total skill of your players, the higher the wage bill.

b) LOAN INTEREST

One percent of your outstanding loan.

c) OTHER BILLS AND PURCHASES.

d) WEEKLY BALANCE

The profit or loss for the week.

PHASE 5
TRANSFER MARKET

You're given the option of bidding for a player. The more you bid in relation to his value, the more chance you have of purchasing him. If your bid fails, the value of the player increases.

The five phases are repeated for fifteen league matches and all FA Cup ties. The game then moves to part three;

PART 3
● END OF SEASON

a) The final league table is printed.

b) Your league success money, which is dependent on how high in the league you finish, is allocated to you and displayed.

c) The top three teams in each division are promoted, and the bottom three are relegated.

d) Your new managerial rating is calculated, depending on your success so far.

e) New SKILL and ENERGY ratings are generated for all players.

f) The new season starts at Part Two.

IMPORTANT NOTES

■ **RESTORING A SAVED GAME.**

a) Place the saved game cassette in your datacorder, and select 'R' from the Optional Actions menu. Follow the instructions on the screen. The game will re-start at Part Two, Phase One.

REEL ACTION!

DRESSED TO KIL

DO YOUR REEL ACTION TAPES LOOK HALF DRESSED IN THEIR PRISTINE PLASTIC BOXES? NO WORRIES – CUT OUT THESE READY-MADE COVERS AND BUNG 'EM IN WIT YOUR TAPES!

COMMODORE FORCE

THE EXRICATO
TROLLS DEMO
EASY LIVES

REEL ACTION #1

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COMMODORE FORCE

FOOTBALL MANAGER
ARTURA

REEL ACTION #

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COUPON CORNER!

This months coupon isn't so much a coupon as an advert for next months coupon! Confused? It's easy — next month this coupon will enable readers to pick up empty cassette cases at a special discount price. But this month it doesn't. Okay? Good!

LOADING INSTRUCTIONS

Follow the loading instructions in your C64 manual. Lost your manual? No problem — Hit shift & runstop, and press play.

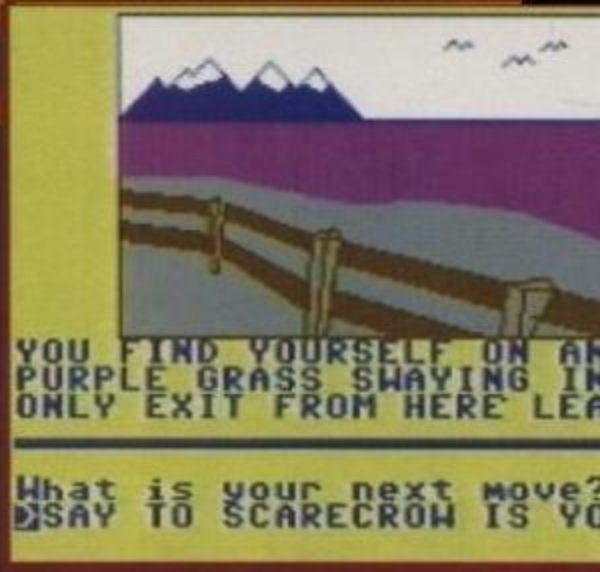
DODGY DUPLICATION?

If your tape ain't up to scratch, send it to; Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire, TF7 4QD

Don't send it back to us — no really, DON'T SEND IT BACK TO US, and for the third time of asking, **DON'T SEND IT BACK TO US!!!!!** We don't keep spare megatapes here at Commodore Force, so all we'll do is send them on to Ablex anyway!

● The Guild

*The Extricator*is a single-part graphic adventure in which you must explore the Star Fleet command base and rescue the much-maligned Professor Roberts. There are several sectors to explore, each with its own problems and pitfalls. Full details are given on loading, so boot it up and get adventuring!



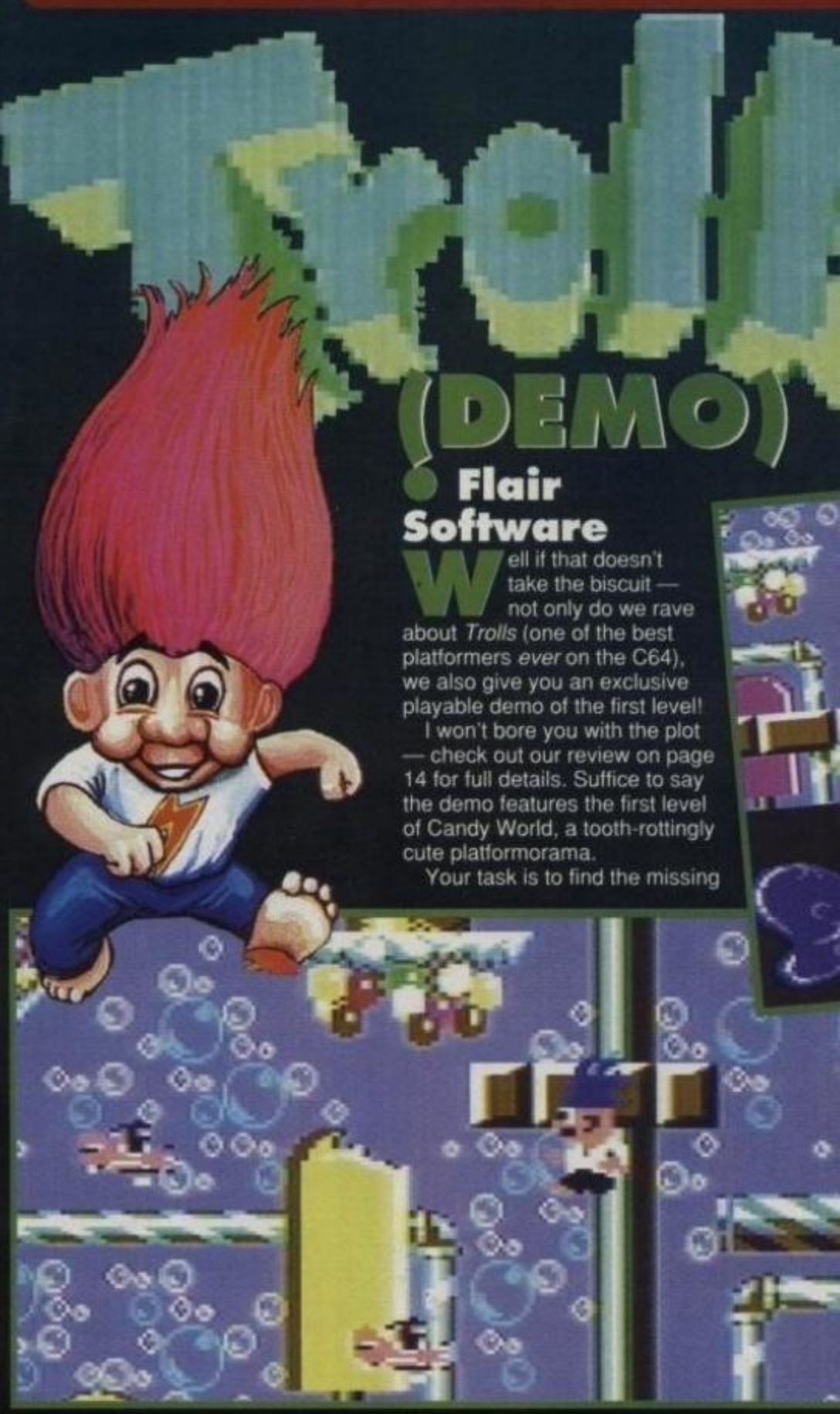
THE EXTRIC(DEMO)!

Flair Software

Well if that doesn't take the biscuit — not only do we rave about *Trolls* (one of the best platformers *ever* on the C64), we also give you an exclusive playable demo of the first level!

I won't bore you with the plot — check out our review on page 14 for full details. Suffice to say the demo features the first level of Candy World, a tooth-rottingly cute platformorama.

Your task is to find the missing



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HELPFUL HINTS

Having trouble?
The first few moves are as follows; Examine the scarecrow and get the shovel. Keep going South until you get to the sand hillock — a dead end. Dig sand three times to reveal a hidden tunnel...

If you need further help, send a SAE to **Tony Collins at The Guild, 760 Tyburn Rd, Erdington, Birmingham B24 9NX** and mention the game name!

```
YOU ARE IN WHAT APPEARS TO HAVE BEEN A
DUNGEON. THERE IS A SKELETON PROPPED UP
AGAINST ONE WALL. THE ONLY EXIT IS
WEST.

You can also see:-
a spanner
a sony walkman

What is your next move?
>EXAMINE SKELETON

You've already done that.

What is your next move?
>HELP

Great song....Beatles wasn't it?

What would you like to do now?
>
```

EASY LIVES

THE COMMODORE FORCE GAME TAMER!

Prince Andrew, Mark Thatcher, Steve Shields... they've all had easy lives, and now you can too. Get down to the cheat street beat with MC Commodore Force and spin the hottest games in town. We've received a tip off from our top disk jockey, Jon 'groovy dude' Wells about several cool hits, namely:

STAR PAWS
QUE-DEX
DELTA
RASTAN
720°
LAST NINJA 2

Use a joystick in Port 2. Load *Easy Lives*, pick the game you want, then fiddle about with it via the easy-to-use menu. Press return and load the game when prompted.

So get out there and do your duty!

baby trolls and high-tail it to the exit... actually the exit isn't there on the demo version, but after a few plays you'll be hammering on the door of your local software emporium demanding a copy of the full game anyway.

Watch out for various nasties — some can be bounced on, others can't. Keep an eye open for the hidden platforms too!

Well? Whataya waiting for? Slap a joystick in Port Two and get going!

GET A PIECE OF THE ACTION

Written a game? Great — send it in! Remember, we want high-quality GAMES, not pencil -and-paper outlines. It's no use asking us to program your game for you — we haven't the time or the ability!

Name .....
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..... **Postcode** .....
Telephone (Daytime) .....
(Evening) .....
Utility used (if any) .....
Best Battlecard .....

IMPORTANT!

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This program is submitted for publication by Commodore Force. It is wholly my/our own work and I/we agree to indemnify Europress Impact Ltd. against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will let you know in writing in the event of this happening.

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Remember we will NOT consider your game for publication unless you enclose this coupon (or a photocopy).
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Keep a copy for yourself too. If you want your game returned, bung in a SAE

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COMMODORE FORCE HURRICANE HIT!

TRO

● Flair Software

In fairy tales, smelly old frogs often turn into handsome royals, but it's not often the Troll under the bridge turns out to be an angelic dwarf with a stunning hairdo. CHRIS 'BILLY GOAT GRUFF' HAYWARD dashes across without paying the toll...

Trolls are a unique if obscure breed of creature. Known for their cheeky cherub-like faces and vivacious tinted manes, the brightly-coloured beings of Scandinavian folklore finally make their C64 debut in a sparkling platform game.

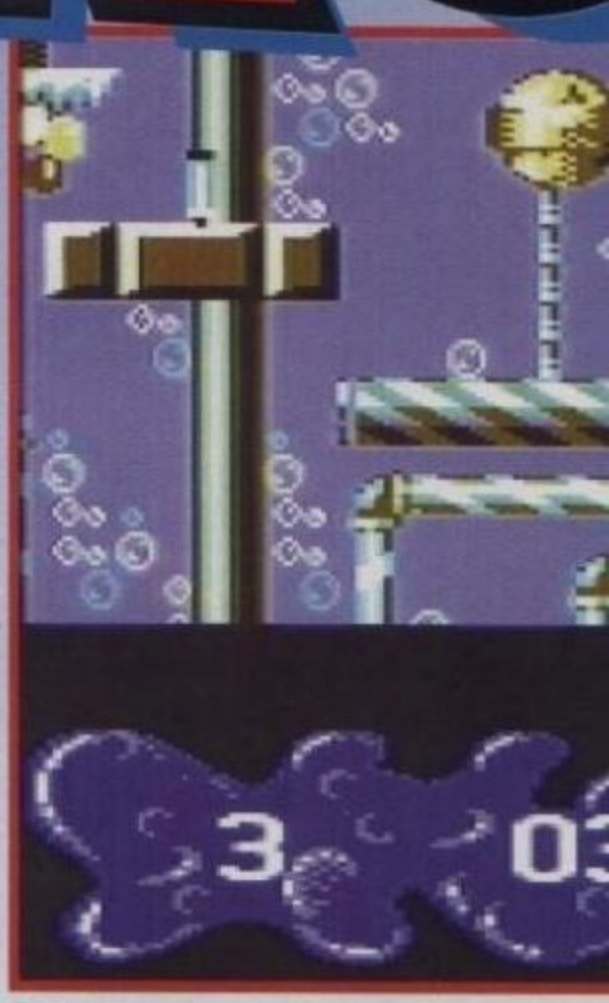
All tales of old start with a mystical setting, and *Trolls* is no exception. Our hairy hero began life in a quaint toy-makers workshop deep in the snow-capped mountains where all was at peace. Yet one night, with the hearth embers gently flickering and snowflakes whispering upon the window slats, the solitary Troll was awakened — for unlike the spinning tops, wooden cars and action men, the cute one had a life of his own!

Little more than an minute passed before an eerie voice recounted the story of missing Troll children. Many a child had been lost in dangerous uncharted lands, and being so young the Troll elders had given up hope of them surviving alone. Of course, not everybody presumed the little 'uns dead, and bored with the daily routine of shop shelf life the flaring-haired dwarf bravely volunteered to venture forth and recover the lost kids.

The game's a platform arcade quest where you visit four mythical worlds with two levels in each. The Troll you control (no sad pun intended) must leap and bound across the platforms (and swim in later levels) collecting the distressed children to progress to the next area. As ever, the nasty creatures of evil are out in force, each intent on making your task all the trickier.

Extrolling the virtues...

The main character may seem odd, but he's not a patch on some of the ludicrous baddies scattered around. Walking pencils, hat-dwelling rabbits and bouncing blobs — weirdness personified! Some of these fiends can be disposed of by simply jumping on them (their ghastly grins reduced to transfixed gasps as they plummet off screen), but others are a lot tougher and the only way to remain intact is to avoid them. There's also a plentiful supply of point collectables, the most common being balloons which burst on impact revealing a tasty item to boost your score. Not every kiddie has to be rescued to continue to the next land, but if you bounce to the end without any at all access is denied. Persevere though — without the younger generation, the entire Troll race will eventually disappear, and life without those haircuts would be positively tragic.



● **Above: Bubble trouble on Level One – those detailed backdrops don't actually move, but they're none the worse for th**
● **Right: Fable World, and our intrepid Troll's about to bump into, well, who th hell is that s'posed to be anyway!?**

IAN!

● **It's a little small and could do with a few power-ups, but this doesn't stop *Trolls* being one of the best platformers ever on the C64. The scrolling's first-rate, the animation faultless, and the graphics... er — wow!**
I don't agree with Chris about the energy bar. Instant death makes the game far more immediate, and you start with plenty of lives anyway. Well thought out levels and baddies that don't ressurect when you leave the screen make *Trolls* a worthy HURRICANE HIT. But don't take my word for it — check out the exclusive demo on this month's covertape!

90%

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TROLLS

Just strolling along...

After seeing the fast-pace and superb colour palette in the Amiga version I awaited the 64 offering on tenterhooks. On playing the final copy I was completely dazed. With so many platformers readily available its difficult to see how a game of this format could make it in an already-saturated genre, but it does, and it's one of the best! Identifying the exact detail that makes it so refreshingly compelling to play's hard as there's so much going for it. The graphics are faultless — with lashings of bright gleaming colour and varied, detailed backdrops, it's a pleasure to die just to replay a level. Each area is a good bulbous size with hidden platforms and bonuses to discover. The Troll runs along at blinding speed with his fluorescent locks billowing in the wind. Not only that, the scrolling is silky smooth with no dodgy glitches or flicks in sight. Having to look before you leap doesn't undermine the playability; if you power off a ledge without checking below the odds are you'll die, so a surprising amount of finesse is needed as well as keen eye to keep up with the action. I thought the addition of an energy bar and perhaps a few power-ups wouldn't have gone amiss, but it doesn't pose too much of a problem and takes little away from the overall lastability stakes. It's by no means easy, but its pure addictivness and fast lavish graphics make it a cool and classy buy. All follicle fans and Commodore cutsey lovers should be as happy and shiney as a batch of newly polished bullion — get it!

CHRIS! 90%

MILES!

● OK chaps, forget the Amiga and get this *Trolls* thing loaded on the 64. What's that; this is the 64? Cripes! It is! Boasting a whole spectrum (pardon my french) of colours and a faster running speed than a man with four legs, I can say without fear of reprisal that this is the best platformer ever on the Commodore. The eight-way scrolling is perfectly smooth without the slightest hint of flicker, and as for the playability — carumba! Silky sweet and rumbuxably responsive controls are the product of near-perfect programming. Graphically spiffing throughout with joyously amusing baddies, Trolls is thoroughly scrummy. Oh and very tricky too. Buy, buy, buy! Bye Bye. 95%

■ PRESENTATION ■
UNOBTRUSIVE MULTILOAD, GREAT FEATURES 89%

■ GRAPHICS ■
A DELUXE FEAST FOR THE EYES 92%

■ SOUND ■
MEMORABLE TUNE AND TASTY EFFECTS 90%

■ HOOKABILITY ■
EXPLORE AND ADORE, IT'S GREAT 91%

■ LASTABILITY ■
HAIR-RAISING STUFF — BUY IT! 91%

FORCE FACTOR 92%

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CUTE T

Woodland animals with floppy ears are enough to make most joystick-bashers barf, but MILES 'SWEETIE-PIE' GUTTERY's always cuddling his fluffy bunny, so we made him wear a pair of platform shoes and check out the very best C64 cute-'em-ups...

FLIMBO'S QUEST
● System 3

One of the cutest cutesies ever! Help little Flimbo cross his colourful home of Dewdropland (I ask you) by shooting snails, short fat dinosaurs and a whole multitude of other little beasties. What sets Flimbo apart from the masses is its graphics, which are as close to arcade quality as is possible on the C64 — the parallax is phenomenal! Add to this a brilliant atmospheric soundtrack and some snazzy presentation, and you have a wonderfully compelling piece of software. It's now available on budget so no Commodore owner has any excuse for not having a copy.

FORCE FACTOR 93%

THE GREAT GIANA SISTERS
● Rainbow Arts

So Mario really did come out on the 64. *The Great Giana Sisters* is an unashamed rip-off of the N******o game. Run around a Marioesque fantasy world jumping on tortoises, head-butting bricks, crawling down pipes — sound familiar?

If you've already read Ian's unreleased games feature you know your chances of finding it in the shops are zero, but check out the car boot sales — you won't find anything more Mario-like without buying a NES!

FORCE FACTOR 80%

JAMES POND 2 — ROBOCOD
● Millenium

The aquatic secret agent returns in his second escapade. This time he's come out of the water to defeat the evil Dr Maybe. *Robocod* was roundly applauded on the 16-bit machines, but the C64 version's a different story. Bland and ill-defined graphics give a washed out feel to the game, and its simplistic and unchallenging gameplay serves up a sadly unappetising fish dish.

FORCE FACTOR 57%

RODLAND
● Storm

Tam and Rit are two little fairies whose mother has been kidnapped and imprisoned in a mysterious tower. You (and a friend in simultaneous two-player mode) take control of these sickly-sweet pair, running around each screen duffing equally fluffy opponents by catching hold of them with your magic rods and smacking them repeatedly against the ground until they explode. Every four screens a big baddy appears. These range from tearful crocodiles to sleepy elephants. Backgrounds are a little dull but perfectly-drawn sprites and a variety of jolly tunelets make for hours of enjoyable rodding.

FORCE FACTOR 86%

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O KILL

CREATURES
● Thalamus

All the Fuzzy-Wuzzies bar one have been kidnapped by evil demons (and not Clive Dunn? Dep Ed). Clyde Radcliffe, the only escapee, must rescue his chums — or die trying!

Three huge levels will keep you going for a long time, not to mention the hilarious torture screens at the end of each. These were so good they were used as the basis for the sequel. A game that has you cursing, laughing, but above all enjoying, way into the night.

FORCE FACTOR 92%

RAINBOW ISLANDS
● Ocean

Bub and Bob are back in the sequel to *Bubble Bobble* — or at least one of them is. The computer conversions of this Taito coin-op did away with the two-player option. Not that this affects the game too much — *Rainbow Islands* is still a brilliant romp!

Filled with amusing baddies, power-ups and heaps of fruit, *RI* also features one of the most original weapons ever seen in a computer game. Firing rainbows to dispose of foes and climbing over them to get to seemingly unreachable platforms is indescribably addictive. Two-player option aside, this is a near-perfect conversion in every conceivable respect. Pity the sequel, *Parasol Stars*, won't make it to the C64!

FORCE FACTOR 95%

MANIC MINER
● Software Projects

Woah, check this out! One of the first home computer games ever, and it's still a classic. The last of the great heroes, Miner Willy, is looking for treasure. Down the mines there are untold riches, but with a plethora of patrolling nasties, a myriad of collapsing platforms, and countless almost-impossible leaps it's a quest only the most intrepid of people would attempt. *MM* looks its age, but in playability terms it's timeless. With incredibly simple controls and unbelievably tricky screens, it's more addictive than a lorry-load of very addictive things indeed.

FORCE FACTOR 85%

CAPTAIN DYNAMO
● Code Masters

The Captain's an aging super-hero who steps out of retirement to save the world one last time. Work your way to the top of each vertically-scrolling level, collecting diamonds and evading the many devious traps designed to stop you from reaching your goal. The main sprite's really good with some amusingly exaggerated animation, but the game's let down by its difficulty level. Pixel-perfect positioning and spot-on timing prevent you getting anywhere, and restart points are few and far between. If you think you can stand the frustration factor, there's a half-decent game lurking in there. Unfortunately, you need the patience of several well disposed saints on tranquillisers to find it!

FORCE FACTOR 40%

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WONDER BOY
● Activision

First impressions of *Wonder Boy* aren't too encouraging. Your nappy-clad character's large but badly drawn and many of the backgrounds are either too garish or too drab. Things improve after a few plays, but not enough to merit jubilation.

An annoyance rears its ugly head when you die. You lose your weapon, and if another one doesn't show up pronto you've got no chance! Having said that, the game's still a bit on the easy side. A conversion of a prehistoric coin-op that's really showing its age.

FORCE FACTOR 63%

RICK DANGEROUS
● Firebird

The cutesy answer to Indy, *Rick Dangerous* was released some time ago to a mixed reception from the media. I must admit I really enjoyed it. Its mixture of mapping, action and puzzling is pitched just right, and you get a tad further with every play. The comical main sprite leaps and bounds very responsively, disposing of various chubby denizens by either shooting them, blowing them up or jabbing them in their pot-bellies with his stick. Atmospheric graphics and a nice sprinkling of humor put Ricky up there with the best of them.

FORCE FACTOR 81%

EDD THE DUCK
● Impulze

Edd must complete nine episodes (levels) of his new TV show in a mere four takes (lives). Released shortly after the utterly spondicious *Rainbow Islands*, this colourful vertically-scrolling leap-about is as blatant a rip-off as you can get. The similarity between this and *RI* doesn't extend to the quality, though. After a few plays you realize there's not the same depth of appeal or jolly graphics. It could be worse, but it's sill a bit quack.

FORCE FACTOR 63%

TOKI
● Ocean

Oh no! Another macho hunk finds himself transformed into a primate by forces of evil. Your job is to help this desperate chimp conquer the game's large levels, but watch out, there are plenty of surprises in store! Many and varied villains stand in your way, and to add even more variety different levels must be tackled in different ways — some scroll vertically, others horizontally. Graphics are a little basic, but a fair and lasting romp is on offer for fans of the

FORCE FACTOR 79%

or two. That's all it sets out to achieve, and why not?

FORCE FACTOR 70%

TARZAN GOES APE
● CodeMasters

An evil witch-doctor has turned the king of the apes into an ape himself. The only way Tarzan can regain human form is to work his way to the top of each vertically-scrolling level by jumping and climbing vines, collecting ingredients for a magic potion as he goes. Very much in the vein of *Rainbow Islands*, but nowhere near as good. However, it has no pretensions to be a classic, it's simply a cheap way to kill an hour

IMPOSSAMOLE
● Gremlin

This is Monty Mole's third outing, and it looks surprisingly similar to *Rick Dangerous*, perhaps because it was programmed by Core, the team responsible for the *RD* games. Unfortunately *Impossamole* hasn't Rick's appeal. Making headway can be infuriatingly tricky, and with only one life, frustration's never more than a whisker away. A bog-standard effort with little to lift it above the average.

FORCE FACTOR 60%

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CHUCK ROCK

● Core

Caveman capers are the order of the day with *Chuck Rock*'s Neanderthal tomfoolery. With a massive chin and an even bigger belly, you must guide Chuck through the prehistoric landscape, chucking rocks (natch) and using the odd yet addictive belly-butt to dispose of pesky dinosaurs. The excellent cartoony graphics have you in stitches from start to finish, so don't delay — grab a rock and start chucking, er, throwing, I mean, oh nadgers, just buy the game!

FORCE FACTOR 94%

TURBO THE TORTOISE

● Hi-Tec/ CodeMasters

Turbo's a miserable-looking geezer who must negotiate a horizontally-scrolling cartoon'o'rama. The sound's barely adequate, but the backgrounds add interest. The game's strongest point is the main sprite. Turbo himself is full of character, and the way he pants and puffs his way around is amusingly endearing. The sad look on his face is almost enough to bring tears to your eyes. Gameplay can get a little repetitive, but it's certainly more fun than having a portion of steak and chips welded to your dog.

FORCE FACTOR 73%

THE NEW ZEALAND STORY

● Ocean

Twenty of Tiki the Kiwi's friends were kidnapped by Wally Walrus to keep him fed through the Winter. Now it's up to Tiki to jump, fly and swim his way around New Zealand to rescue them all. Featuring lovely large levels, colourful graphics, a wealth of adorable adversaries to blat and a choice between music or sound effects, a cutsie atmosphere's certainly the order of the day. Plenty of useful and attractive power-ups can be found, making *The New Zealand Story* an all-round winner. Put it on and you won't notice the hours 'Tiki'ing by (groan).

CJ'S ELEPHANT ANTICS

● CodeMasters

Poor old CJ lived happily in the jungles of Africa, until the day he was captured by a nasty hunter. The next thing he knew, he was on a plane winging its way to London Zoo. Pausing only to grab an umbrella for a parachute, he made his escape and floated to Earth.

So begins five levels of platform leaping fun, each set in a different country as CJ tries to get home. On the whole the graphics are okay, but too many frustrating deaths bring down the overall mark. Still a solid budget release though.

FORCE FACTOR 75%

FORCE FACTOR 89%

BUBBLE BOBBLE

● Ocean

The evil Baron Von Blubba has turned poor Bub and Bob into dinosaurs. To regain their true forms they must fight their way through 100 screens of platforms and nasties, finally facing the Baron himself. Blow bubbles to trap the monsters, then pop them to turn the fallen foe into a bonus.

The excellent *Rodland* clearly takes inspiration from this classic, and why not? The difficulty level's just about spot-on, and the two-player option's great — co-operate to wipe out the baddies, then double-cross your partner to get the power-ups! Still as spritely as a spring chicken, despite its advanced years.

FORCE FACTOR 90%

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CREATURES 2
● Thalamus

Here it is! This game has been lavished in praise ever since it appeared — some say it's the best game *ever* on the C64.

The torture screens are totally inspired, but some of the other sections can be monotonous. By itself this wouldn't be a great problem, but the game's big let-down is the lack of a password system, making progress frustratingly stunted. Despite its flaws it's still an essential buy — watching the different methods of fuzzy extermination is almost worth the asking price alone.

FORCE FACTOR 90%

TITANIC BLINKY
● Zeppelin

The evil Texan millionaire Arthur J Hackensack is holding the world to ransom from his HQ, the newly-raised Titanic. For some reason the only person able to defeat him isn't a person at all, but Blinky the little ghost.

Ghosts are the last things you'd associate with cuteness, but this one's mighty cute. He looks so cheerful and sleepy it seems a shame to send him on such a dangerous mission. And dangerous it certainly is. Contact with a mere snail sends his energy plummeting. This is budget fair all the way, but okay for what it is.

FORCE FACTOR 69%

THE ADDAMS FAMILY
● Ocean

One of Ocean's big film licenses of last year, *The Addams Family*'s a huge 240-screen affair. The star of the game is a short and rather chubby Gomez, who bounds around the Addams's mansion, grounds and graveyard searching for the rest of his family, who are hiding around the place.

The game's most commendable feature is its excellent visuals and decent rendition of the famous theme tune at the start. Unfortunately the gameplay isn't up to much, boiling down to timing one pixel-perfect jump after another — get it wrong and Gomez comes to a sticky end. A big license that looks infinitely better than it plays.

FORCE FACTOR 56%

BONANZA BROS
● US Gold

A split-screen two-player affair featuring the *Bonanza Bros* (no less), two robotic villains. The aim is to travel around various buildings, pilfering valuable objects you come across therein.

The graphics aren't brill, but the two-player element and the need for co-operation to get things done quicker adds much to an otherwise dullish title. There's a fair bit there, but nothing new or exceptional.

FORCE FACTOR 74%

FORCE FACTOR 89%

NOBBY THE AARDVARK
● Thalamus

Aardvarks are rare heroes in computer gaming, which is odd if they can inspire games as good as this. Levels vary from standard (but excellent) platformers to an underwater submarine section.

Graphics are very good, varying considerably from level to level, and there's loads of amusing little touches such as Nobby's ability to suck ants (ammo) from the anthills dotted about.

A thoroughly excellent game!

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THAT WAS THE THAT WASN

Ever wondered why a C64 game that was advertised yonks ago still hasn't hit the shelves? IAN 'CRYSTAL BALL' OSBORNE just might have the answer...

Life goes on, wheels turn within wheels, and games come and go... but some never arrive at all! Why is this, I hear you ask? Who goofed? Who lied? Who's nicked my bloomin' pen again? (oy, Shields...).

In the battlezone that is the Commodore software market casualties are inevitable, but some troops never even make the battlefield. Here's just a few of the games that went AWOL before release.

● ARMALYTE —The sequel to this ace blaster will never be released.

ARMALYTE 2

■ Thalamus

Stunning sequel to one of the best C64 blasters ever, *Armalyte 2* was due to be programmed by Cyberdene. They put together a few ideas (the main ship was to be more colourful, the aliens more intelligent, and a power-up shop was to be included. Unfortunately the programmers were contracted to System 3 as well, and in the end they just didn't have the time to program Thalamus's game.

State Of Play — Programming was never started, so there's nothing to release. *Arma* 'fraid it'll never see the *lyte* of day.

DR WHO AND THE MINES OF TERROR

■ Micropower

I can't understand why this one was never released. Okay, it's a bit slow, and the shoddily animated main sprite looks nothing like Doctor Who (any of them), but at the end of the day it was a reasonably neat platform arcade adventure — it even had a 'save game' feature! Scheduled for release way back in 1986, what happened to it is anyone's guess.

State Of Play — The licensing agreement has probably expired by now, so it's extremely unlikely tha it'll hit the shelves.

● ALLOYRUN — The sprites and backgrounds looked really good.

ALLOYRUN

■ Starline

Programmed by ace coders Ashley Routledge and Dave Saunders, this 1987 outing hit the rocks when the publishers ran into financial difficulties. The game was never produced, and it isn't clear who actually owns it.

We couldn't track down a complete copy, but we did find a demo version, featuring parallax backgrounds and a few sprites.

State Of Play — If anyone intended to sort this mess, they'd have done so by now. It's extremely unlikely to emerge.

DEADLOCK

■ System 3

Another potential Cyberdene sensation, *Deadlock* featured a well-'ard geezer in a space suit blasting seven shades of shrapnel out of anything and everything — a sort of cross between *Hawkeye* and a very violent *Impossible Mission*. Four month's hard work resulted in a demo that was virtually unplayable, and designer and graphics guy Robin Levy was pulled off the project to work on *The Last Ninja III*. *Deadlock* was shelved and the team never got around to finishing it.

State Of Play — It *could* come out I suppose, but the longer it sits doing nothing the less likely this is, and it's almost three years old already.

ENFORCER — FULL METAL MEGABLASTER

■ Double Density

What's a potentially ace game like this doing on an obscure continental budget label? No one seems to know who Double Density are, let alone how to contact

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GAME 'T...

EYE OF THE MOON
■ Mike Singleton

The third part in Mike Singleton's legendary *Lords Of Midnight* trilogy. *Eye Of The Moon* had Morkin searching for the Eye, a device used to look into the future, so the dying Luxor could see what would become of his kingdom. Twice as big as *Doomdark's Revenge*, the game featured twelve kingdoms, each with its own sub-game. Mike intended to write it back to back with *Quake Minus One*, but the latter proved a more mammoth task than expected.

The release of *Quake* coincided with BT's buy-out of *Lords/Doomdark's* publishers Beyond, and Mike was asked to write their *Star Trek* license, and after that *Dark Sceptre* — *Eye* was put on ice.

State Of Play — Many of the ideas in *Eye* were used in Mike's 16-bit classic *Midwinter II — Flames Of Freedom*, so the original game is unlikely to emerge.

● **LORDS OF MIDNIGHT — Part One of an uncompleted trilogy.**

FLIPPIT
■ Soundware

A curious little puzzler, *Flippit* had you turning squares one at a time in order to reproduce a given pattern. Of course, life wasn't that simple, as each square you turned also affected several others — fans of the Rubiks Cube would've felt right at home.

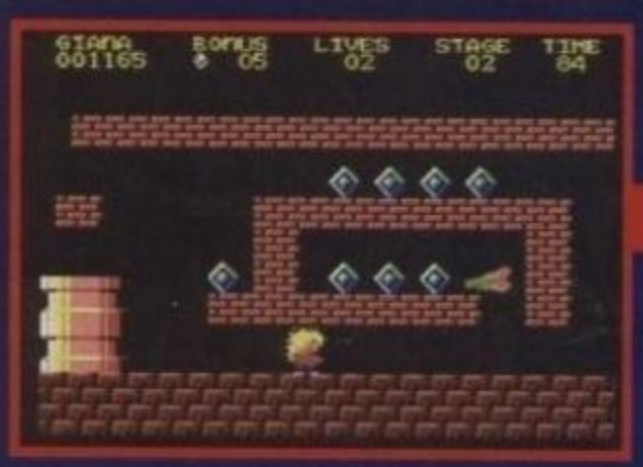
Flippit wasn't a bad game, but its memory-test gameplay would hardly have set the world alight. Soundware have no immediate plans for the game, but haven't ruled out a release.

State Of Play — It might come out, it might not.

GAUNTLET 3 — THE FINAL CHAPTER
■ US Gold

The final part in the *Gauntlet* trilogy was to be a 3D affair, the perspective owing more to *Pacmania* and *3D Ant Attack* then the previous overhead offerings. Due for release in the Summer of 1991, the game suffered massive delays when the original programmer fell ill and US Gold couldn't get the game off the development system and onto the tape.

State Of Play — Due to the delays, when ready it will be released on the KIXX budget label, and never as a full-price game.



HARD 'N' HEAVY
■ Rainbow Arts

Eye-popping follow-up to *The Great Giana Sisters*, a complete change of graphic style didn't save *Hard 'N' Heavy* from the wrath of Nintendo's lawyers. At the end of the day it was still a *Mario* clone — the console company put the kybosh on this one even *before* it hit the shelves.

State Of Play — Forget it!

JUDGE DEATH
■ Pirahna

A 3D *Op Wolf*ish blaster featuring 2000 AD's Barbie lookalike Psi-Judge Anderson gunning down the evil Judge Death's zombie hordes. Unlike previous games of this genre, *Judge Death* actually showed your hand clasping the lethal Lawgiver (gun favoured by Mega City One Judges), though aiming and shooting was via the usual crosshairs.

State Of Play — As far as we know, Pirahna are no longer trading, though as the game was started five years ago and never finished, it's unlikely to start shooting up the charts.

THE GREAT GIANA SISTERS
■ Rainbow Arts

This game *was* in fact released, but was quickly deleted with more than a little help from Nintendo's legal eagles. *The Great Giana Sisters* was basically a rip-off of *Super Mario Bros*, featuring an almost identical layout and power-ups that differed only graphically (eg *Mario*'s mushroom became *Giana*'s beach ball, but they served exactly the same purpose). Nintendo are very precious about their games, especially the *Mario* series, which they won't even license for conversion — lawsuits were inevitable.

State Of Play — If you're lucky you might find a copy at a car boot sale, but this one will *never* return to the shops.

them!

Unofficially known as *Katakis 2*, rumour has it that the programmer was none other than *Turrican*-creator Manfred Trenz, though there's no mention of him in the program. Packed to the brim with amazing power-ups, great backdrops, epic soundtracks and incredible parallax scrolling, it's a real shame this one never made the shelves.

State Of Play — Unless someone knows how to get in touch with Double Density, we'll never see it released over here.

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KATAKIS
■ Go!/ Rainbow Arts

One of the best blasters ever, it's not too hard to see where the inspiration for *Katakis* came from — a blatant *R-Type* clone, it featured almost identical backdrops and power-ups, right down to the bolt-on/send-ahead drone that does your dirty work for you (or at least some of it). Official *R-Type* licensees Activision were outraged, and took out a copyright injunction preventing its release. They went on to release an inferior version of the coin-op (but at least it was called *R-Type...*).

State Of Play — The game was re-written and released under the name *Denaris*, but it was nowhere near as good.

PARASOL STARS
■ Ocean

Following on from the brilliant *Bubble Bobble* and the radical *Rainbow Islands*, *Parasol Stars* was one of the most eagerly awaited games of 1992. However, just as it was nearing completion, Ocean's out-of-house programmer suffered a burglary in which his computer, monitor, and all his disks were stolen — including the ones with the *Parasol Stars* source code! This caught everyone by surprise, including several mail-order software firm who, anticipating its release, had included the game in their adverts.

State Of Play — Re-writing the game from scratch would take ages, by which time the big advertising push would be lost — *Parasol Stars* will never be released on the C64.

● **The dungareed duo won't be making a third appearance on the C64.**

● **MANIC MINER — His zany quests ended with the sequel, *Jet Set Willy***

MINER WILLY MEETS THE TAX MAN
■ Matthew Smith

Incredibly rich as exploits in *Manic Miner* and partying away in *Jet Set Willy*, the third instalment was to see our intrepid hero up against the bane of the *nouvelle riche*, the tax office! Featuring yet more cutesy collect-'em-up action, it would've been interesting to see if *Miner Willy Meets The Tax Man* took the platform genre to new heights, as did the first two. Alas, it was not to be, and all that remains of the game are a few tantalising references in various interviews with *Willy* creator Matthew Smith.

State Of Play — Since the extremely disappointing *JSW 2* (more of a lightt tweaking than a sequel), nothing hass been heard of ol' Matt (I wonder whaat he's doing now...).

RACE DRIVIN'
■ Domark

This rubber-burnin' coin-op conversion, sequel to Taito's classic *Hard Drivin'*, was expected around Christmas 1991. After the miserable attempt to get its predecessor onto the Commodore 64 (the filled polygons moved slower than London traffic), the programmers dispensed with the own-eye 3D perspective favoured by the coin-op, and gave the game the same perspective as the crash replays in *Hard Drivin'*. It didn't really work. The nail-biting immediacy was lost and the main sprite's animation defied the laws of physics. Domark wisely decided not to release it.

State Of Play — You'll never see it on the C64, but you're not missing much!

WILDFIRE
■ Author & Publisher Unknown

Wildfire is an ace horizontally-scrolling shoot-'em-up in the *Armalyte* mould. Unfortunately, during programming an early version was cracked and pirated so heavily that no software publisher would touch it. Rumour has it that the original programmer, unable to sell the game, put it into the public domain. We're not sure whether or not this is true, but if anyone has any further information, let us know.

State Of Play — your guess is as good as ours.

So there we have it — some of these games are no great loss to the Commodore scene, but others promised to be real corkers. Do you know of any more? Write in and let us know — maybe we'll do a follow-up feature, *Return Of The Game That Wasn't*...

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Last week the Grim Reaper strolled into the office. Yes, the black-cloaked one himself showed up to give me a lecture on life, death, afterlife and afterdeath. I wouldn't have minded but I was far too busy compiling tips. Eventually I told him to leave and take his foul stench of disease and rotting hens with him. Fortunately his favourite pastime is Commodore gaming, so he was all-to-pleased to lend a scythe and help out with this months batch of cheats. And what a lot there is! *Sceptre Of Baghdad* maps, CodeMasters lists, and another appointment at the clinic — read away!

THE TIPSTER!

HALL OF FAME

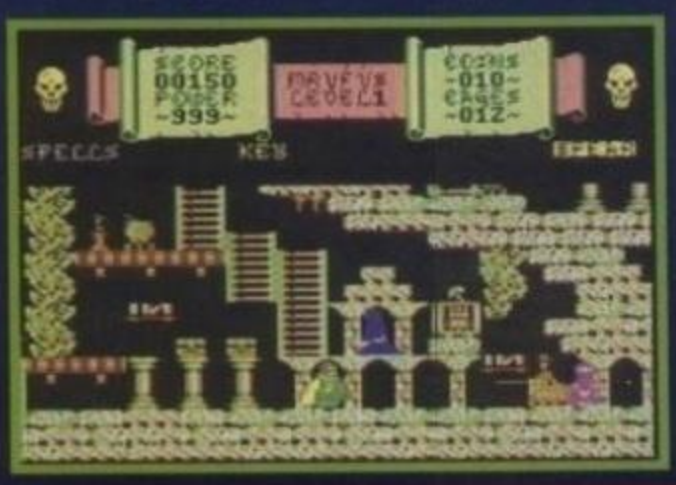
Thanks also to: John W Randle (Coventry), Patrick McLaughlin (Ireland), Dean Kelly (West Midlands), Peter 'Hello London' Lush (Midlands), John Lower (Kent), Julian Pearce (somewhere), Gareth Kelly (Ireland), Shane 'Instruction Manual' Manning (London), Daniel 'Sheep Farm' Salter (S Yorkshire), Frederic Hamra (Lebanon), Mark 'Pantera Era' Forwood (Midlands), Louise 'Vampiress' Bennett (Salop), Stuart King (Fife), Charlie 'Marked' Crowl (Shropshire), Lucas 'Spelling' Greeven (Holland), Anton Van Deurzen (Holland), Daniel 'Charlie Charles' Gurney (Kinlet), Zahid Bashir (Surrey), Dan 'Doorman' Pagett (Powys) and Angie 'Angie Churm' Churm (Lancs).

MAGIC RUFUS

● Alternative

Opinions were divided over this new release — Miles thought it was bad and I thought it was plain dire! Anyway, here's a cheat that makes level-accessing a lot easier;

Press RESTORE and type 'MERLIN' to enter the cheat mode. As well as having infinite power, you can then select any level you please. Press RESTORE and type 'RESTORE' to exit the cheat. You can still access any level, but no longer have infinite power, though by pausing the game and pressing '2' you get an energy top-up — magic!



LOCOMOTION

● Kingsoft

Are you suffering from a delayed brain while trying to figure out this arcade puzzler? Well these level codes should improve your service...

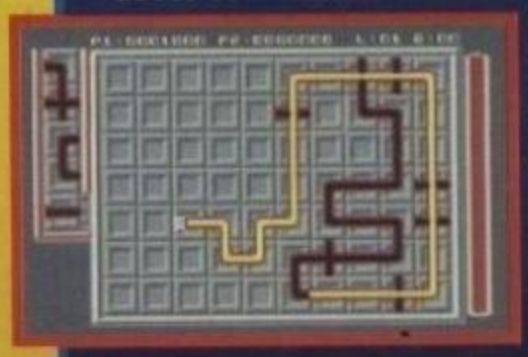
B	BEAR	H	HALL
C	CAVE	I	IRON
D	DUCK	J	JEEP
E	EAST	K	KING
F	FIRE	L	LUCK
G	GIRL		

PIPEMANIA

● Touchdown

This stunning puzzler scored 91% last issue, and everyone here's completely hooked. It can get frustrating though, so these passwords should help unblock any bunged-up brains.

Level 5	HAHA	Level 21	GROW
Level 9	GRIN	Level 25	TALL
Level 13	REAP	Level 29	YALI
Level 17	SEED		



No passwords are issued after level 29, but the game does continue — it becomes a lot harder!

SAVAGE

● Prism Leisure

Heroic happenings might nott happen at all if you don't know the passwords. Sio improve your distressed-damsel saving witth these secret codes:

Level 2 — SABATTA
Level 3 — PORSCHE

TIPS CLINIC

Stumbling, stressed or utterly stuck? No matter what game dilemma you might have, I'm here to educate all troubled souls. So without further ado, let's shed some light on our first case of misfortune.

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The Hit Squad

Also reviewed last month was this rather disappointing interpretation of the block-busting film. If you own a copy, you're probably cursing the difficulty setting. The following list allows you to select any level with infinite lives or time. Type it in, save it for another day, and RUN it before loading the game proper.

TERMINATOR 2

```
1 REM TERMINATOR 2 CHEAT
2 FOR WA=267 TO 448: READ Z: C=C+Z:
POKE WA,Z: NEXT
3 IF C{LT}{GT}81677 THEN PRINT "ERROR":
END
4  FOR WA=1 TO 9
5 READ T1(WA), T2(WA): PRINT "CHEAT ON
LEVEL"; WA:: INPUT A$
6 IF A$="N" THEN FOR Z=T1(WA) TO T2(WA):
POKE Z,234: NEXT Z
7 NEXT WA
8 POKE 157,128: SYS 267
10 DATA
032,086,245,169,032,141,089,003
11 DATA
169,030,141,090,003,169,001,141
12 DATA
091,003,096,141,032,208,169,094
13 DATA
141,146,004,169,001,141,151,004
14 DATA
169,023,141,125,005,169,001,141
15 DATA
126,005,169,026,141,127,005,141
16 DATA
128,005,169,032,141,244,005,169
17 DATA
077,141,245,005,169,001,141,246
18 DATA
005,096,141,032,208,206,032,208
19 DATA
173,017,005,201,004,208,003,032
20 DATA
182,001,096,162,000,173,017,005
21 DATA
201,005,208,003,142,224,026,201
22 DATA
006,208,012,142,140,011,142,148
23 DATA
011,142,085,020,142,093,020,201
24 DATA
007,208,003,142,015,033,201,008
25 DATA
208,006,142,073,035,142,243,035
26 DATA
201,009,208,003,142,219,026,201
27 DATA
010,208,003,142,021,028,201,011
28 DATA
208,005,234,234,142,008,019,201
29 DATA
012,208,006,142,076,019,142,072
30 DATA
020,201,013,208,003,142,246,026
31 DATA
076,000,026,169,094,141,132,242
32 DATA
169,001,141,133,242,096,359,361
33 DATA
366,377,382,384,389,394,399,401
34 DATA
406,408,413,417,422,427,432,434
```

■ Unfortunately, there's no way of using this listing with the cartridge version — sorry!

DISK POKES

The majority of pokes involving a reset cartridge cater for tape versions of the games. **Colin Murray** wants to rectify this situation, and has submitted several disk pokes. Thanks for your concern Colin, and here's your list in print to keep you and many other disk users happy.

- **Addams Family** (Infinite lives) 12545, 173
- **Creatures** (Infinite lives) 44183, 173
  (Invincibility) 7328, 173
  47264, 153
  47265, 153
  (Infinite shop collectables) 47266, 153
- **Impossamole**(Infinite use of superweapon) 23105, 173

What a splendid individual is **Jamie 'Ace' Johnson**. Not happy with sending a few cheats here and there, he slung over 70 listings pokes on a disk and mailed it to me. Here's one from the collection for Dizzy dudes. For that, my son, you're this month's Datel Action Replay cartridge winner — congratulations!

YOLKFOLK CHEAT

Codemasters

```
O REM YOLKFOLK HAX
2 FOR WA=512 TO 580: READ 2: POKE WA,Z:
C=C+Z:NEXT: IF C{LT}{GT}7483 THEN PRINT
"ERROR!":END
3 READ Z: IF Z=-1 THEN POKE 157,128: SYS
512
4 POKE WA,Z: WA=WA+1: GOTO 3
10 DATA 032, 044, 247, 056, 169, 016, 141, 062
11 DATA 003, 169, 017, 141, 064, 003, 032, 108
12 DATA 245, 169, 032, 141, 068, 017, 169, 057
13 DATA 141, 069, 017, 169, 002, 141, 070, 017
14 DATA 162, 255, 189, 193, 016, 157, 193, 002
15 DATA 202, 208, 247, 162, 033, 189, 159, 016
16 DATA 157, 159, 002, 202, 208, 247, 076, 120
17 DATA 003, 072, 206, 032, 208, 032, 069, 002
18 DATA 104, 044, 013, 220, 096
20 DATA 169, 173, 141, 123, 036, 141, 091, 047
21 DATA 096, -1
```

Thanks very much for your bumper bestowal, Jamie, and if any readers would care for a cheaty disk you can order one direct from master Johnson himself. For more info, write to him at **168 Long Lee Lane, Long Lee, Keighley, West Yorks BD21 4TU**

- **Turbocharge** 28146, 173
- **Gremlins 2** 6346, 173
  (Time) 12046, 173
  (Lives) 4052, 173
- **The Simpsons**

Level 1 12712, 173= Paint 3270, 173= Lives
Level 2 3120, 173= Lives
Level 3 3119, 173= Lives
Level 4 3137, 173= Lives
Level 5 3099, 173= Lives

■ In Issue Three, **Peter Owen** requested some tips on *Rainbow Islands*. Luckily, **Andrew Smith** from Surrey and **J Button** from Suffolk rushed to his assistance...

Reaching the secret rooms is relatively easy. Collect the gems in the following order:

Red, Orange, Yellow, Green, Blue, Indigo and Violet. Once done, a bonus room appears at the top of the screen and there's a different item for you to collect in every room.

Island 1 Magic Shoe
Island 2 Red Pot
Island 3 Yellow Pot
Island 4 Book of Wings
Island 5 Book of Continues
Island 6 Feather
Island 7 Money Bags

To see the end sequence, simply collect all the large gems on every island.

■ Liverpool lad **Peter Jones** has tried and failed to complete *Last Ninja 2*, but can't even conquer Level One. No need to feel a failure Peter, just follow these steps...

Punch the flashing box behind the curtain. Return to the first room and jump down trap door. Pick up the key and leave. Exit the next screen at the bottom to find a screen with shurikens for collection. Nip through the gap in the wall and get past the juggler. Shuriken the man on the following screen and climb the wall-bars before exiting left. Jump the gaps, take the pole and jump back into the last screen. Climb down the wall bars. Leave and go past the juggler. On the next screen, make for the right hand exit. Go through the wall gap and throw a shuriken at the man. Pick up in the toilets. Go back through the wall gap and leave via the top exit. Step through the gap and shuriken the man. Pick up the object in the toilet, go out and pick up again at the hot dog stand. Leave by the top exit to reach the gate. Head for the middle of the gate while holding the key, pick up and exit through the gate. Jump the river by using the boat as a stepping stone. In the next screen there are some bees; avoid them and go up the path, then run and leap onto the island. Go to the bushes and poke the boat with your stick so it moves away. Get to the bottom edge of the isle, run and leap back. Cross the river using the boat and leave the park to move on to level 2...

■ Finally, **Hassan Chagani** wanted *Agent X 2* passwords. You're in luck Hassan, because **Philip Davies** has answered your plea.

Level 2 GORMENGHAST
Level 3 MEGALOMANIA

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SCEPTRE OF BAGH

Atlantis

The playability may suck large avocados, but at least the sound's superb! If you've recently purchased this retarded reincarnation, you're no doubt encountering problems of the puzzle-solving kind. Where, for instance, do you use the coconut? And what on earth is the sling for? Well, I'm a dab hand with anything obscure, and I've rummaged up this solution using a carpet, a hanky and fish helmet...

THE SOLUTION

Part 1

Swap the HANKY for the FLUTE, go to screen 14 carrying the MINER'S HAT. Swap the MINER'S HAT for the FIRE RING on screen 15. Go to screen 8 and use AIR BAGHDAD. Enter the temple to screen 20 and exchange the FIRE RING for the HOUR GLASS. Hold the FLUTE and use the ROPE. Enter screen 18 and jump onto the BIRD to enter the NEST. Swap the FLUTE for the WINGS. Exit the NEST and stand over the HIVE. Go to screen 11 whilst holding the WINGS. Jump up into the FOUNTAIN. Go to screen 20 to swap the WINGS for the FIRE RING. Go to screen 11 and enter top of the FOUNTAIN.

Enter the HOLE to screen 24. Go to screen 25, use the FIRE RING on the trapdoor. Go to screen 22 and swap the FIRE RING for the FISH HELMET. On screen 24, enter the passage between the torches. Go to screen 7 and swap the FISH HELMET for the KEYS. Go to screen 1, swap the HOUR GLASS for the WHIP then go to screen 13. Use the KEYS on the far right wardrobe. Go to screen 30, hold the WHIP to pass the BULL and swap the KEYS for the WHOLE AXLE. Go to screen 36 and enter the passage between the palm trees. Swap the WHIP for the SLING.

Go to screen 23, swap the WHOLE AXLE for the BAD AXLE then go to screen 21 and swap the BAD AXLE for the QUIVER. Go to screen 20, swap the SLING for the WINGS, then go to screen 4 and swap the QUIVER for the TRIDENT. Go to screen 37 and swap the WINGS for the BOOK, then go to screen 26 while holding the BOOK (this opens the cave). Go to screen 24, use the TRIDENT on the PEARL. Go to screen 20 and swap the BOOK for the SLING then go to screen 10 and stand under the COCONUT. Use the PEARL with the SLING. Go to screen 7 and exchange the SLING for the FISH HELMET. Go to screen 20 and swap the FISH HELMET for the BOOK. Go to screen 12 (you won't die as long as you're carrying the COCONUT). Swap the BOOK for the TRUNK then go to screen 20 and swap the TRUNK for the FISH HELMET. Go back to screen 12 and enter the WELL to screen 25 (the FISH HELMET prevents you from drowning). Swap the COCONUT for the MIRROR.

Part 2

Go to screen 5 and swap the FISH HELMET for the WHISK. Go to screen 16, swap the WHISK for INSECT NEST (empty) then go to screen 7 and catch the BEE in the NET. Go to screen 39 and swap INSECT NET (full) for the CARPET. Go to screen 41, hold the MIRROR and walk towards MEDUSA (the reflection kills her). Go to screen 39 and swap the MIRROR for the INSECT NET. Enter screen 38 holding the INSECT NET (full). Go to screen 13 and swap the INSECT NET for the PURSE (empty). Go to screen 27 and use PURSE on PILE OF COINS. Go to screen 33, holding the PURSE (full) and enter shop door. Swap the CARPET for the SLIPPERS and go to screen 31, enter shop then swap the PURSE for the AXE.

Go to screen 20 and swap the SLIPPERS for the TRUNK (this sharpens the TRUNK as you're holding the AXE) then swap back the TRUNK for the SLIPPERS. Enter screen 22 over the BRIDGE (you can now pass the hot coals using the slippers). On screen 9, swap the AXE for

EXTRA LIVES CHEAT

It's hard — nay, impossible — to finish with the measly amount of lives given so, before loading, enter this diddly message and load the game as normal.

A$="COMING SOON! WEEBLES ADVENTURES."

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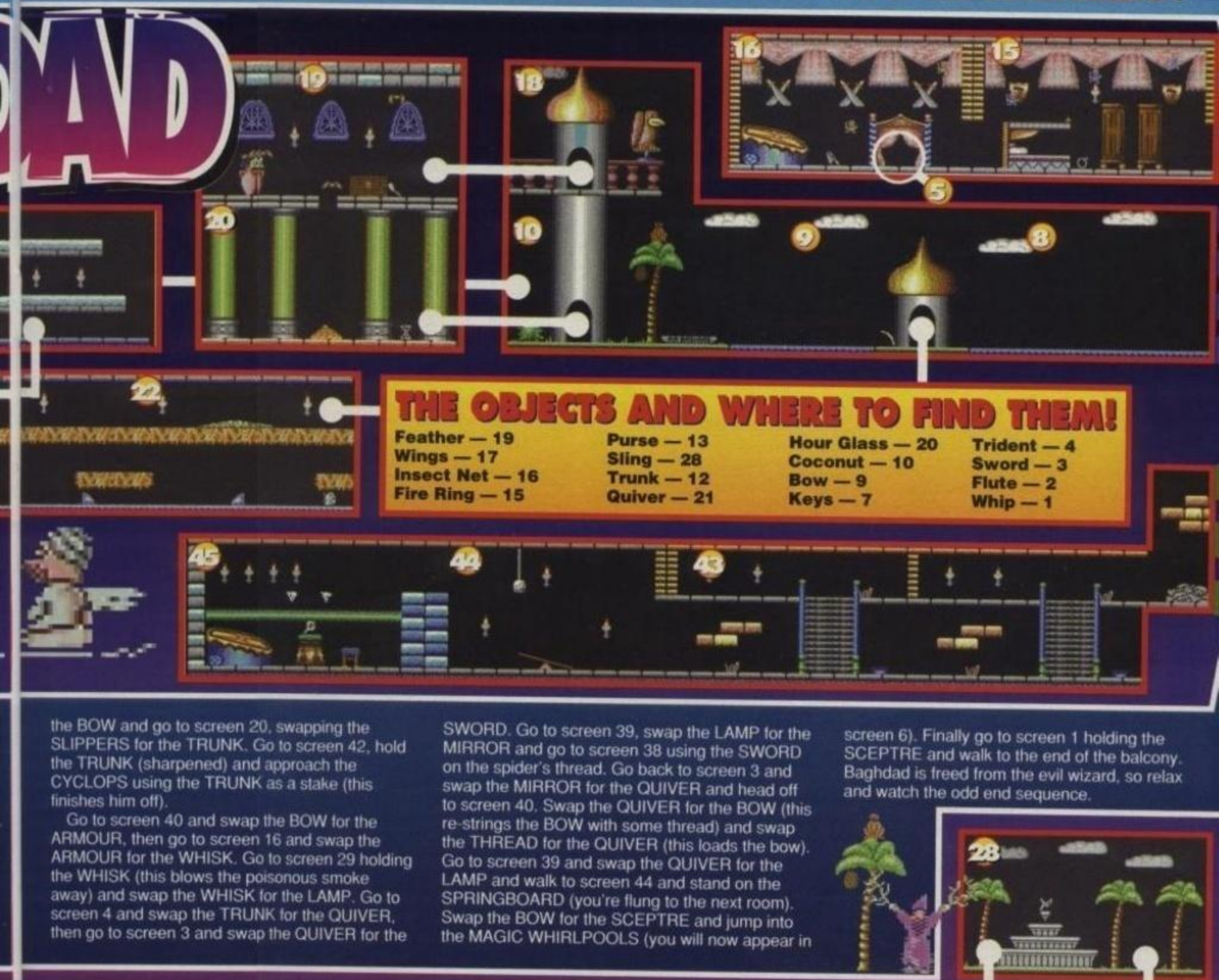
BAD



THE OBJECTS AND WHERE TO FIND THEM!

Feather — 19	Purse — 13	Hour Glass — 20	Trident — 4
Wings — 17	Sling — 28	Coconut — 10	Sword — 3
Insect Net — 16	Trunk — 12	Bow — 9	Flute — 2
Fire Ring — 15	Quiver — 21	Keys — 7	Whip — 1

the BOW and go to screen 20, swapping the SLIPPERS for the TRUNK. Go to screen 42, hold the TRUNK (sharpened) and approach the CYCLOPS using the TRUNK as a stake (this finishes him off).

Go to screen 40 and swap the BOW for the ARMOUR, then go to screen 16 and swap the ARMOUR for the WHISK. Go to screen 29 holding the WHISK (this blows the poisonous smoke away) and swap the WHISK for the LAMP. Go to screen 4 and swap the TRUNK for the QUIVER, then go to screen 3 and swap the QUIVER for the SWORD. Go to screen 39, swap the LAMP for the MIRROR and go to screen 38 using the SWORD on the spider's thread. Go back to screen 3 and swap the MIRROR for the QUIVER and head off to screen 40. Swap the QUIVER for the BOW (this re-strings the BOW with some thread) and swap the THREAD for the QUIVER (this loads the bow). Go to screen 39 and swap the QUIVER for the LAMP and walk to screen 44 and stand on the SPRINGBOARD (you're flung to the next room). Swap the BOW for the SCEPTRE and jump into the MAGIC WHIRLPOOLS (you will now appear in screen 6). Finally go to screen 1 holding the SCEPTRE and walk to the end of the balcony. Baghdad is freed from the evil wizard, so relax and watch the odd end sequence.

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The Hit Squad

Ohh, I'd kill to play a violent game. As luck would have it, that's exactly what's required in *Smash TV*. Blasting with large calibre weapons and risking life and limb for a toaster can get confusing if you don't know which route to take. These maps show the best directions, and also the worst (if you want a real challenge)...

WHOPPING WEAPONS

TRIPLE SHOT

● The best weapon to have under your belt. With its long range and three-directional fire, it's very effective on invading baddies. Use sparingly, it's surprising how quick it runs out.

GRENADES

● Although these cause a lot of damage, their restrictively short range often proves a disadvantage. You're better off sticking to your normal side-arm.

MISSILES

● Excellent long-range gut-busters that rip through anything in their path! Cruical for taking out horde-packed areas quickly, but the icon doesn't appear as frequently as you'd like.

CUTTERS

● A circle of five rings forms around you, wiping out all who come near. Don't go near the edges of the room as they grind against the walls, hindering your movement.

CANNON

● The bombs are lobbed into the air which makes judging the landing distance a little tricky — your pistol is of more use.

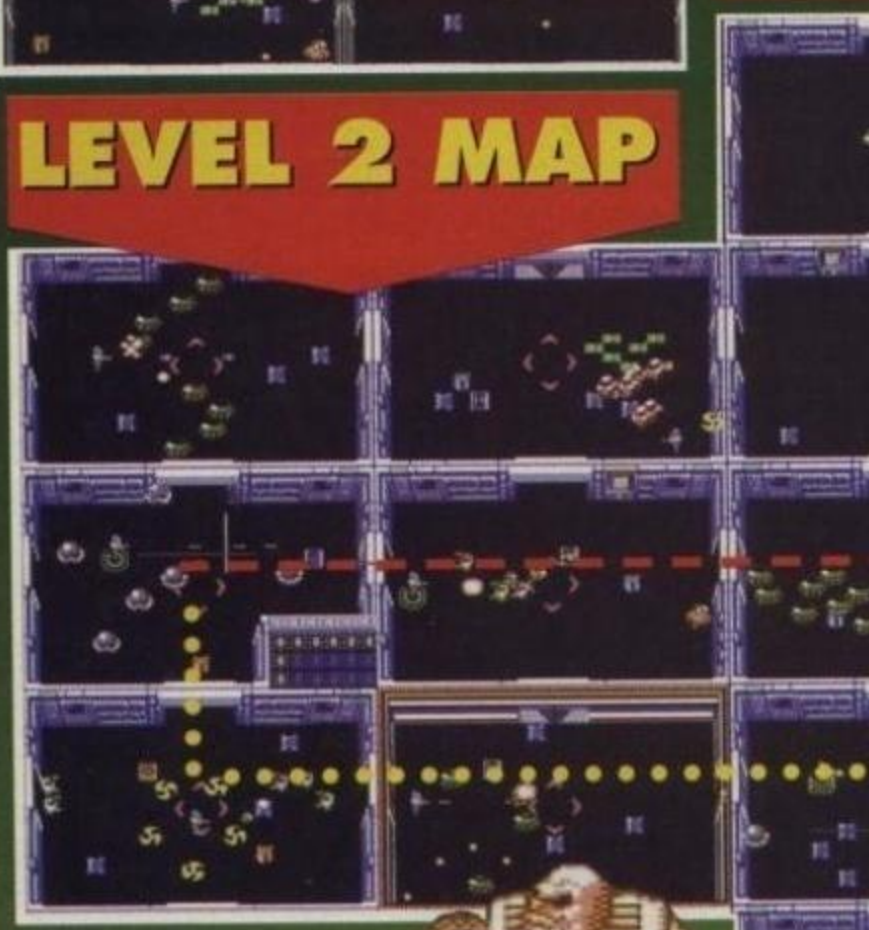
EXTRA SHOTS

● Adds an additional shot to your normal pistol or missile launcher.

SHIELD

● These rings kill any baddies on impact but they only last for ten seconds, so don't go haywire

LEVEL 2 MAP



LEVEL 3 MAP

SMA

B

- THUGS/ROBOTS/BUFF
- MR. SHRAPNEL .....
- GUNNERS .....
- MINES .....
- TANKS .....
- ORBS .....
- SNAKE SAUCERS .....

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ASH TV ADDIES

shot to kill them.
to kill them before they explode, otherwise
nt shrapnel bits are thrown out.
e ten shots before dying, concentrate on
se before tackling anything else.
p an eye on where the prizes land, some
er these body-blowing devices.
uire 16 shots!
blasts to kill. Easier to take out if you stay
ne place.
h segment needs several hits, quickly!

WE'RE BACK WITH A CODIE'S HACK

A Dizzy cheat listing was printed in Issue Two, thanks to cartridge-winner **David Houston**. Two top tipsters, **Peter Davies** from Cheshire and **Jason Button** from Suffolk inform me that the master program can also be used on other CodeMasters games. Type the program from Issue Two and then add the additional line for your chosen game. A word of warning — make sure you save the listing before running it, just in case!

■ **ADVANCED PINBALL SIMULATOR (infinite balls)**
20 DATA 169, 189, 141, 221, 017, 096, -1

■ **ARCADE FLIGHT SIMULATOR (infinite lives)**
20 DATA 169, 165, 141, 157, 188, 141, 253, 188
21 DATA 096, -1

■ **ARMOURELLO (infinite time and energy)**
20 DATA 169, 234, 141, 002, 142, 169, 096, 141
21 DATA 113, 139, 096, -1

■ **ATV SIMULATOR (infinite time)**
20 DATA 169, 000, 141, 051, 022, 096, -1

■ **BIGFOOT (infinite time)**
20 DATA 169, 173, 141, 214, 109, 096, -1

■ **BIG NOSE'S USA ADVENTURE (infinite lives)**
20 DATA 169, 234, 141, 091, 019, 096, -1

■ **BMX SIMULATOR (infinite time)**
20 DATA 169, 000, 141, 113, 054, 096, -1

■ **BMX SIMULATOR 2 (infinite time)**
20 DATA 169, 000, 141, 244, 033, 096, -1

■ **CHAMPIONSHIP JETSKI (infinite time)**
20 DATA 169, 189, 141, 250, 083, 096, -1

■ **CJ'S ELEPHANT ANTICS (lives and bombs)**
20 DATA 169, 181, 141, 079, 024, 169, 189, 141
21 DATA 159, 077, 096, -1

■ **CJ IN THE U.S.A (lives and bombs)**
20 DATA 169, 096, 141, 247, 053, 169, 189, 141
21 DATA 208, 094, 141, 007, 101, 096, -1

■ **FORMULA 1 SIMULATOR (slow timer)**
20 DATA 169, 001, 141, 051, 019, 096, -1

■ **FORMULA 1 SIMULATOR (3 cars per lap, 250mph)**
20 DATA 169, 096, 141, 192, 018, 169, 254, 141
21 DATA 134, 027, 096, -1

■ **FRUIT MACHINE SIMULATOR (infinite credits)**
20 DATA 169, 173, 141, 079, 131, 096, -1

■ **GRAND PRIX SIMULATOR (other players never qualify)**
20 DATA 169, 032, 141, 013, 059, 169, 085, 14
21 DATA 014, 059, 169, 002, 141, 015, 059, 09
22 DATA 224, 000, 208, 003, 254, 189, 051, 09
-1

■ **GRAND PRIX SIMULATOR 2 (Nice)**
20 DATA 169, 032, 141, 177, 139, 169, 085, 14
21 DATA 178, 139, 169, 002, 141, 179, 139, 09
22 DATA 224, 000, 208, 003, 222, 092, 018, 09
-1

■ **MIG 29 (infinite fuel and no damage)**
20 DATA 169, 096, 141, 056, 058, 141, 174, 13
21 DATA 096, -1

■ **MONTE CARLO CASINO (infinite cash)**
20 DATA 169, 096, 141, 041, 029, 096, -1

■ **MOTO X (infinite lives)**
20 DATA 169, 000, 141, 126, 022, 141, 136, 02
21 DATA 096, -1

■ **MR ANGRY (infinite lives)**
20 DATA 169, 189, 141, 018, 065, 096, -1

■ **MURRAY MOUSE SUPERCOP (infinite lives)**
20 DATA 169, 173, 141, 192, 024, 096, -1

■ **NINJA MASSACRE (infinite lives)**
20 DATA 169, 000, 141, 132, 053, 096, -1

■ **OLLI AND LISSA 3 (infinite lives)**
20 DATA 169, 165, 141, 147, 133, 041, 148
21 DATA 096, -1

■ **POLTERGEIST (infinite lives)**
20 DATA 169, 165, 141, 002, 126, 096, -1

■ **PRINCE CLUMSY (infinite lives)**
20 DATA 169, 165, 141, 002, 096, -1

■ **PRO BMX SIMULATOR (infinite time)**
20 DATA 169, 000, 141, 244, 033, 096,-1

■ **PRO SKATEBOARD SIMULATOR (infinite time)**
20 DATA 169, 096, 141, 117, 014, 096, -1

■ **PUB TRIVIA SIMULATOR (infinite cash)**
20 DATA 169, 096, 141, 149, 038, 096, -1

■ **RACE AGAINST TIME (infinite lives and time)**
20 DATA 169, 173, 141, 067, 051, 141, 101, 076
21 DATA 096, -1

■ **RALLY CROSS SIMULATOR (infinite essentials)**
20 DATA 169, 189, 141, 171, 026, 141,119, 024
21 DATA 141,
068, 053, 096, -
1

And so it came to pass that the COMMODORE FORCE tips section lay low for another month. Keep all your work flowing through the letterbox, and you stand a firm chance of winning the mighty-useful *Datel Action Replay Cartridge*. The most original and concise tips always shine through, but make sure your cheats work. You wouldn't believe some of the solutions that several fluorescent fools send in — they make no sense whatsoever! Anyway, I'm not a guy to dwell on useless info, I just bin it. Hard? Callous? Not at all, but only the best will doodle-do! The address is: THE TIPSTER, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. So until next month, it's bye, so long, au revoir, loofah, shuttle and domino...

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THE MIGHTY BRIAN!

When Spring is in the air (BOING) a young man's thoughts turn to his computer. Well mine do, and that can mean only one thing — another bulging mail-bag flying down the express chute from the high-and-mighty editorial suite. So it's eyes down and letter-openers at the ready...

WHEN IRISH SPRITES ARE COLLIDING....

Dear Prof,

1. Can you recommend a book on machine code?

2. What's the maximum number of lines a BASIC program can have?

3. How do I make sprites move around with a joystick?

4. How can I make a sprite collision detector?

Paul McKeown, Dublin, Ireland

● As tradition dictates, I will answer your questions in strictly numerical order...

1. I can't recommend any particular book but try your local library. Make sure you get a book that deals with the Commodore 64 and nothing else!

2. A BASIC line can have a number between 0 and 65535. The only limit on the number is the amount of memory, which is reduced if you use a lot of variables and arrays.

3. See COMMODORE FORCE 3 for information on reading the joystick (get the back issue from the Forcefield Plaza if you haven't already got it, you naughty people). All you need to do is to add to or subtract from the sprite's X and Y positions, eg if you read the joystick and find UP is pressed, subtract 1 from the sprite's Y position to move the sprite UP the screen.

4. SS=PEEK (53278):IFSSAND (2↑/N)=N THEN collide. If you replace N with the sprite number, it tells you if the sprite (0-7) is colliding. Testing SS again with different values of N will tell you which sprites are colliding.

Brian

PRINT.HINTS

Dear Brian,

I'm thinking of buying a printer, but I don't know which gives the best value for money. Is it worth getting a colour printer?

If I buy the *Star LC200* package from Datel (with printer, driver and lead) can I print out sprites from games, etc?

Stephen Weatherhill, Malton, N Yorkshire.

● First, the bad news. The Datel LC200 package doesn't include the Sprint 128 interface. You get a Centronics cable (which can be driven by an Action Replay cart) and the driver for printing screens saved to disk. Also, the cable can only be used with a few programs. If you want to print screens from programs, your best bet is to buy the package and an Action Replay (note that ALL material contained within a game is copyright, and should not be reproduced without the copyright holder's permission).

The good news is that you can still get a Centronics serial interface. This allows you to use a Centronics printer such as the LC200 as a SERIAL printer. It connects the computer serial port (or disk drive) to the printer, and converts commands so the printer understands them. This allows you to use it with many programs.

Write to: **Meedmore, 28 Farriers Way, Netherton, Merseyside L30 4XL** or call (051) 521 2202, and ask about *The Universal Centronics Interface* for the Commodore 64/128.

Brian

GHOST WRITER

Dear Brian,

I've a problem with your program in COMMODORE FORCE Issue Two, entitled *Betty Ford Clinic*. I adapted it for two sprites, sprite one came out all right but sprite two looked like a ghost, really faint and made up of dots.

What's wrong?

Here's the program

```
10      PRINTCHR$ (147)
20      V=53248
30      FOR T=0 to 1
40      FOR U=0 to 62
50      READ Y
60      POKE
12288+(T*64)+U, Y
70      NEXT U
80      NEXT T
90      POKE V, 100:
POKE V+1, 100:POKE
V+2, 200:POKE V+3,
100
100     POKE 2040,
192:POKE 2041,193
110     POKE V+21,3
```

Lines from 1000 on hold the data.

G Darby, Darlington, Devon

● Mr Darby's problem is caused by a missing poke, as each sprite has its own memory location dealing with colour.

Add the following line to my program in COMMODORE FORCE Two or Mr Darby's program above:

```
120   FORT=0 to 7:
POKEV+39+T,1:NEXT
```

This turns all the sprites white. Locations 53287 to 53294 control the sprite colour, with the numbers the same as the values for the background/border (eg 1=White, 2=Dark Red, etc).

Brian

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RED TAPE

Dear Prof,
How do you download on-screen information onto tape? Also, is there a contraption that allows you to talk to people via the computer? If so, what is it, how much does it cost and where can I get one?
Gregor Campbell, Glasgow

● If you've typed in a program, put a blank cassette in the tape deck (checking the write-protect notches at the top are still there) and type the following;
SAVE "PROGRAM"
The word PROGRAM should be replaced with your program title. The computer now displays;
PRESS PLAY & RECORD ON TAPE
Press down Play and Record, and the screen goes blank. After a while you get the messages SAVING and READY. The computer's now ready to continue. DO NOT SAVE ONTO TAPE THAT ALREADY CONTAINS A PROGRAM.
To reload, rewind to the beginning of the tape, type LOAD and Press Play. It should come up with the message FOUND PROGRAM and then LOADING, then READY. Type RUN, press RETURN and Bob's your uncle, the program's back!
Finally, to talk to people via a computer you need a modem. For further details check out the letter entitled *Thoroughly Modem Man* on page 29 of COMMODORE FORCE Issue Four.
Brian

USING THE COMMODORE MPS 1230 PRINTER

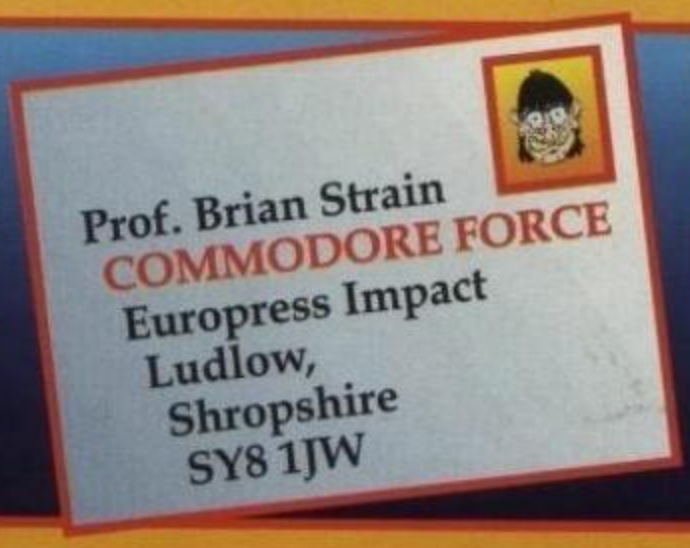
● For the benefit of several enquirers, including **Tony Goldie** in Musselburgh, **Mrs J Wood** in Middlesborough, and **Mrs L Lichdean** in Southampton, I've compiled some easy instructions on using the MPS 1230 printer (I have an one myself and use it with many programs).
In BASIC, type;
*OPEN 4, 4: PRINT#4, "HELLO": CLOSE4 to print HELLO on the Printer.
*OPEN 4, 4, 7: PRINT#4, "Hello": CLOSE4 to print in lower case
*OPEN 4, 4:CMD4:LIST:CLOSE4 to list a program on the printer.
In commerical programs, the printer responds to commands set to device 4 or 5. Choose Commodore/801/1525 options if you have to choose a printer type.
In the *Advanced Art Studio*, there's a STUDIOCONFIG Program that appears on first loading the tape version, or can be loaded separately from disk. You should Press RETURN to accept the default entry for every question until you're asked, 'Are these settings correct?' Answer 'Y' for Yes. The tape continues to load, and then asks for a blank tape on which to save the completed program. This tape will have a working version of the *Art Studio* saved to it.
Brian

DUTCH BREEZE

Dear Brian,
1. How can I incorporate a tune or screen display into a loading sequence? I have some music, but when I try to play it while loading, it crashes and turns the screen blank. The games on the Reel Action tapes always have something on screen.
2. How can I print more than 25 lines of text? I print the first set of 25 lines, and I want the next lot appear after it.
3. I have a program with music and sprites stored in data. You can skip the music by pressing Space Bar, but if I then use READ statements for the sprite data, it reads the rest of the music data instead. How can I make it read the sprite data?
Alexander 'Sandy' Ensing, Muntendam, The Netherlands.

● I get letters from all over the world you know. The Netherlands, Australia, Pakistan, Scotland, Ireland and so on...
1. Unfortunately playing music while loading is virtually impossible in BASIC and almost as hard in Machine Code. This also applies to your question about the border colour (I edited his letter).
2. Here's a little routine;
Print 25 lines of text, making sure the last print statement is followed by a semi-colon.
PRINT CHR$(19)
FOR Y=0 to 24
POKE 781,Y: SYS 59903
FOR Z=1 to 50
NEXT Z
NEXT Y
PRINT CHR$(19)
Print 25 more lines...
This clears the screen, a line at a time, from top to bottom and puts the cursor at the top of the screen to print up the next 25 lines.
3. After the last piece of data for the music, put a line that says DATA -99, followed by the lines of sprite data. After the music's been skipped, add a line that says;
1000 READX: IFX<>-99 THEN GOTO 1000
The line should point to itself, and should ONLY be used if the music has been skipped. It reads the extra data until the -99 is found, so it's ready to read the sprite data.
Brian

Right, that's another batch of letters dealt with, and it's April Fool's day! Miles is still wearing a red nose, although it isn't plastic (Hic! — Miles) and the editor's operating the guillotine at maximum efficiency. Keep me busy by writing to;



Remember, personal replies go to those who enclose a SAE, and Umer Pasha in Pakistan is wrong in suggesting I need plastic surgery. My face is perfection itself...

THE MIGHTY BRIAN!

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MANGRAM'S MAIL BAG

I'm in a remarkably cheerful mood today. The weather's awful, the pot-holes in the car park still threaten to knock me off my bike and I'm still sitting opposite that ugly Welsh git Steve Shields, but I'm happy. Why? Because the quality of your letters is improving dramatically! Gone are the endless lists of questions, hardly anyone mentions Sonic or Mario any more, and the console debate (which was interesting until it was done to death) has finally been laid to rest. Instead they're full of witty, amusing narative, interesting enquiries and intelligent comments on all things Commodore. You've got to admit it makes a much better column — was I right or was I right? I'm so chuffed I'm not even going to moan about my pay...

MIXED-UP MS.

Dear Lloyd,
I suppose I must congratulate you on the first issue of COMMODORE FORCE — it was a right riveting read, so to speak. However, I'm also deeply distressed and very angry. This is the 1990's, the age of equal opportunities and women's rights, but you lot are a bunch of chauvinist pigs! Where are the women team members? Why is that numb-skull Bash still around when Miss Whiplash has gone? Surely you should have at least one female, or are you all nancy boys (though looking at James Price's hair, I wonder)? Come on girls, what do you think? Print this letter if you can stand a bit of criticism.

Yours most annoyingly,
Ms K Brummitt, Erdington, Birmingham.
PS Will any of the software companies be releasing a game based on *The Ancestral Trail*?

● *We got rid of Whiplash because she was a disgusting sexist stereotype and an insult to our female readers. You want her back in the name of women's rights? I think you ought to re-think your attitude on that one!*

I appreciate that most of the COMMODORE FORCE crew are blokes (but not all — our designer, Claire Morley, is female), but unfortunately so are the overwhelming majority of our readers. It's not hard to see why. Pick through your software collection and count the number of games featuring scantily-clad women who add nothing to the plot. How many times does a game have you rescuing a helpless female from the clutches of her evil kidnappers? Look through your magazine collection — how many adverts exploit female sexuality to make a product more attractive? The leisure side of the computer industry has become a virtual all-male preserve, so it's inevitable that when we advertise a vacancy, few (if any) women apply. It would help if you signed your name 'Yours annoyed' and not 'annoyingly' too, though perhaps this was a Freudian slip (LMLWD).

Finally, I've no idea whether anyone will produce a game based on The Ancestral Trail, but I hope someone snaps up the license — it'd be great!
LM

FLOPPY FREE DOMAIN

Bon Jour Lloyd,
Most PD libraries support disk, but now the *Reflex Software* team has come to the tape user's aid. *Reflex Software* is a tape-only PD library. Could tape users out there send us any software they've produced, from a picture done on an art package to a 10,000 line machine-code prog? Each month the best program gets a 90-minute PD tape collection! Write to us enclosing an SAE for a catalogue when it's completed. If disk users want to send software, please send it on tape as we don't even have a disk drive ourselves! Oh and by the way, I don't suppose you know a cheat for the cartridge version of *Pang*?
Reflex Software, 136 Harpenden Rd, St Albans, Herts AL3 6BZ

● *Can't help you with* Pang, *I'm afraid. Try the Tipster. Great news about the PD library though — remember to send us a catalogue when it's ready, then we can keep everyone right up to date.*
LM

CBM64 DTP & 20MB HD SHOCK!

Dear Sir,
In the February issue, Richard Evans asked if there's a Desk Top Publishing program available on the C64. There is — it's called *Pagefox*, and is published by the German company Scanntronik. It isn't cheap (£90), and the manual's in German, but it comes on a cartridge that enhances the C64 with an extra 100 kilobytes of RAM.

Scanntronik also sell a lot of compatible hardware and software, such as hand-scanners (to digitise photos onto your Commodore), a video digitser, 1000 different character sets, a character editor (to create your own) and lots more besides.

Their address is; **Scanntronik Murgrauer GmbH, Parkstrasse 38, D 8011 Zorneding, Germany. Tel: 010 8106 22570.**
Martin Steinfort, Woking, Surrey.
PS Scanntronik also sell a 20Mb hard disk for the C64.

● *Cheers, Martin.*
LM

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AT ISSUE (BLESS YOU!)

Dear Lloyd,
I am wondering if you have a spare copy of COMMODORE FORCE Issue One? I told my news agent they tried to get it for me, but it didn't arrive — they tried and tried, but had no luck.
Miss R McLister, Sudbury, Suffolk.

● *No problem — ALL C-FORCE back issues are still available! Check out the FORCEFIELD PLAZA on pages 64-65 for details.*
LM

QUICK QUEST HE'S ON

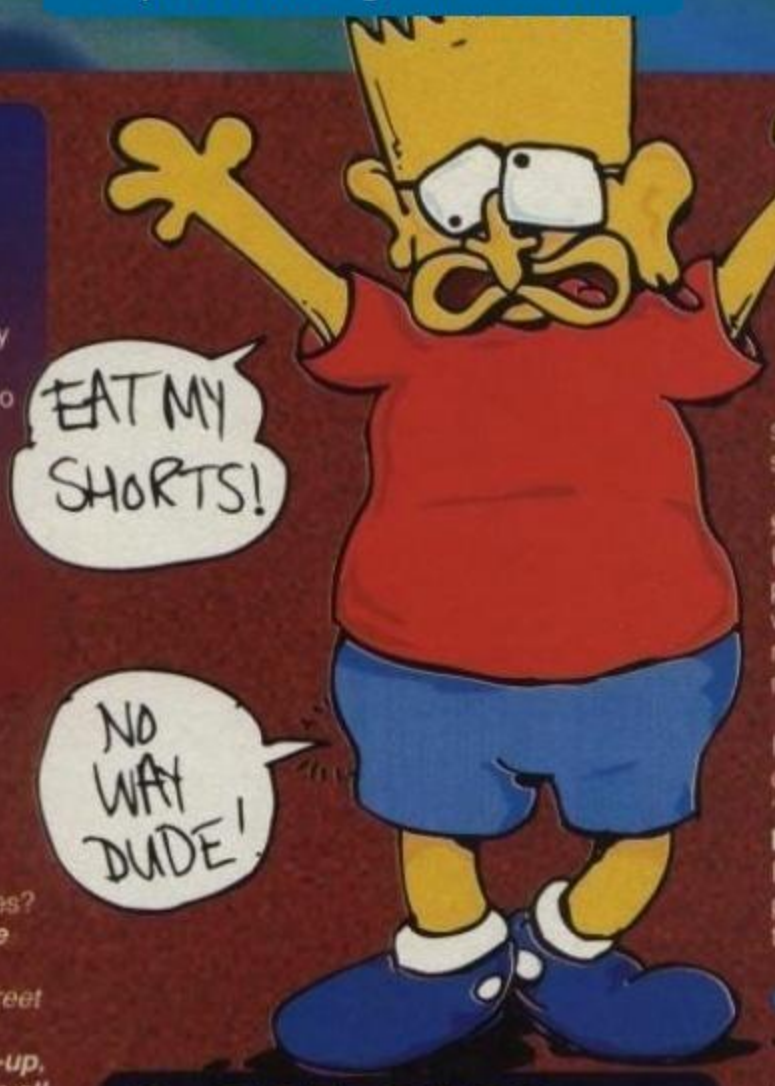
Dear Commodore Force,
Can I ask a few questions?
1. Could you recommend any adventure games?
Yes — check out* Bash Yer Brains *for all the latest news.
2. What's the best game out of *Space Gun*, *Street Fighter 2* and *First Samurai*?
How am I supposed to compare a beat-'em-up, an* Op-Wolf *clone and a platformer? They're all excellent games, so it depends what you're into.
3. What's number 101 in the Commodore charts this month?
No idea.
That's all for now — Thank you for answering my questions.
Brendan Donnelly, Dublin
PS When is Miles getting a hair cut?

● *As long as it covers his face, it's fine by me.*
LM

FRANK DISK-USSION

Dear Commodore Force,
The other day I bought a second-hand C64 and about 100 games for £230, which I thought was too good to be true — I had one a few years back, but I sold it.
Congratulations on COMMODORE FORCE. Between Commodoress I didn't look at any computer publication other than PC mags, so it's great to find a well laid-out mag you don't need a degree to understand. My C64 came with a standard tape deck — I notice a lot of games are on disk too. I don't mind about waiting for a game to load, but are there any real pluses about a disk drive? Also, I love football management games. Which is the best?
Stephen Lamb, Stevenage, Herts

● *Personally I wouldn't be without my disk drive. Sure, it loads games faster than datacorders, but it's also a lot easier to manage your files on disk. Saving and loading saved game positions in adventure/strategy games is less of a chore, and if you ever want to do anything serious a disk drive's a must. Besides, COMMODORE FORCE now gives you the chance to get our cover tapes on disk — what better reason could there be? Regarding football management sims, check out* Kenny Dalglish Soccer Manager *on Zeppelin's* Hit Pack #1, *or maybe Hit Tec's* Tracksuit Manager.
LM



G-ORE-GEOS

Dear Commodore Force,
I need help and advice on starting a club for the Commodore 64. I'm trying to launch a *Geos* club in the West Midlands area.
The club will be non-profit-making, and all who join pay their own postage and packing. If the club gets off the ground, we'll launch a monthly magazine too.
If you know of any *Geos* users, could you please forward their names and addresses so I can contact them?
Mr S Ore, 103 Boldmere Court, South View Rd, Hamstead, Great Barr, Birmingham, B43.

● *We can't forward names and addresses, but if anyone's interested, Mr Ore can be contacted at the above address.*
LM

WITH A CHERRY ON TOP?

Dear Sir,
First I'd like to ask you, please print this letter! And now I'd like to ask a couple of questions.
Do you think that full price companies are selling their games to the budget houses too soon after their original release? I bought *The Simpsons* only seven months ago at £13, and now it's coming on budget already. I think this is unfair to people who pay a high price for a game and means more people will wait for budget releases for £3.99, resulting in full price companies losing money.
Also, how come pokes never work for me? I type in everything as I see it and still the only thing that appears on the screen is 'Data Error'!
Noel Grate, Co Coram, Ireland
PS Please x1000 print my letter. You probably won't 'cause it's so long, but I'd like to know some of my questions.

● ***You know your questions already — you asked them, it's the answers you want! You've definitely got a point regarding early budget re-releases. Not only does this irritate people who bought it at full price (and encourages them to keep their money in their pockets next time round), but it also leaves retailers with unsellable stock on their hands — who's going to buy a full pricer when you can get exactly the same game on budget? This makes shopkeepers reluctant to stock that company's games again, which isn't good for anyone.***
With regards to the pokes, you must be doing something wrong. If you're trying to enter reset pokes without a reset cart, forget it — it can't be done. If you're referring to listings, you'll just have to enter them more carefully.
Finally, do you really think I'm more likely to publish your missives if you slap 'please print this letter' all over it? Just a thought...
LM

US BRONZE

LETTER OF THE MONTH

Dear Lloyd,
Thanks for publishing my letter entitled 'Role Reversal' in COMMODORE FORCE Issue Three. I felt I must write back concerning the comments made by the person you spoke to (presumably from US Gold).
1. He said *Savage Frontier* was never released on the C64. This is news to me as I've been playing it for quite a while! As proof, I've enclosed a photocopy of the game cover and quick reference card ***(he's right you know — LM)***.
2. He also said *Secret of the Silver Blades* never will be. It was developed and available for the C64 up until 18 months ago, when it was discontinued — it even appears in their 1991 catalogue.
So what happened? Hope you can help...
A Wood, Armthorpe, Doncaster, South Yorkshire.

● ***I checked again with US Gold, and they said the game was programmed by Strategic Simulations Incorporated, and they only handled the British distribution. The title has now been deleted, and they've no plans to re-order. The only way you'll get it now (apart from that old chestnut, 'car boot sale') is to order direct from SSI using an International Money Order. They can be contacted at;* 675 Almanor Avenue, Sunnyvale, California.**
Anyway, you're this month's prize-winning scribbler — there's a mystery gift on its way.
LM

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Dear Lloyd,
I don't know what Mrs Imlah (COMMODORE FORCE Issue Three) was complaining about. I put one of your covertapes in my cassette recorder and it sounded great, even better than my favourite rave tape. You can't please some people, can you?

Now for some questions; When are they going to release a Virtual Reality game for the C64? Why is BASIC Programming called BASIC? I find it really difficult. Could you send me some easy programming so I could do it?

PS Its my birthday in March as well, so Happy Birthday to us both!

Cheers,
Zit Nolan, Colchester, Essex.

● *When are they going to release a Virtual Reality game for the C64... Don't you think the Commodore Crew would look silly with C64s on their heads, pretending they're VR headsets? Virtual Reality coin-ops cost a small fortune and run extremely fast — it's just not possible on an 8-bit computer.*

BASIC programming is so called because it stands for Beginners All-Purpose Symbolic Instruction Code, and if you think that's hard, try programming in Machine Code.

Anyone who listens to our covertapes on audio cassette players must be two bytes short of a full program, and as for trying to convince me you're called 'Zit'... congratulations, you're this month's pilchard.
LM

PROTECTOR OF THE TIARA

Dear LM,
Do you know where I can get a copy of the amazing *Defender of the Crown* now Mirrorsoft are defunct? The FORCEFIELD PLAZA didn't have one and my datacorder's chewed up my copy! Please help, as I've been scouring the shops for ages.

I've found a way of resetting the C64 without a reset cartridge, so reset pokes can be used. By momentarily connecting the reset pin on the user port to the GND pin (marked as pins 1 & 3 respectively on page 143 of the user manual) with a piece of wire, the screen will flicker for a few seconds and the familiar screen will be shown. Clever huh? The reset poke can now be entered, and the game restarted with the appropriate SYS number.

Be careful to connect the correct pins or you might damage the user port!

I already had a copy of *Silkworm* before you put it on the covertape and it is excellent. I like the look of *SWIV* but I don't know whether it's worth getting as it's supposed to be very similar to *Silkworm*. Would you recommend it?
Danny Kilroe, Deeping St James, Lincs.

● *Questions, questions... regarding* Defender Of The Crown, *you'll just have to keep on looking — the Forcefield Plaza can get hold of any game that's currently available, but no one bought the rights to this particular title.*

Anyone using your rather 'unique' method of resetting the machine does so at their own risk — I know it's supposed to work but I've no intention of trying it out. If you blow up your Commodore, don't blame us. Finally, SWIV *is an excellent vertically-scrolling, viewed-from-above shoot-'em-up, and it plays nothing like* Silkworm, *which is horizontally scrolling and viewed-from-the-side.*
LM

AIN'T LIVES GRAND?

ar Mr Mangram,
Concerning the REEL ACTION 3 prog *Easy Lives* — better than the best thing since sliced bread! Well done and thanks (x100), please let's have more!
G Gunn, Cheadle, Cheshire
PS Can I win Arselicker Of The Month?

● *It's not very hygienic you know, but yes you can win arselicker of the month — your prize is a bottle of antiseptic mouthwash! You're right about Easy Lives though. Stay tuned for more excellent cheats every month.*
LM

CART HIM AWAY!

Dear Sir,
I've just read the February issue of COMMODORE FORCE. It said on the cover, you own a C64... and a brain?'

'At last', I thought, 'I've got both, so this mus the mag for me'. Alas, although it's a great rea was as much use to me as a chocolate teapot You see, I'm one of the rare breed who own a that takes CARTRIDGES! Is there anywhere t sells cartridge games? Most shops in my area don't stock them. Also, is it possible to buy a cassette player or disk drive to plug into my C and if so, how much do they cost?

My nine-year-old daughter and I are countin the minutes and praying for enlightenment.
Steven Jones, Llandaff, Cardiff.
PS Is there a mag for us cartridge users?

● *Hmm... when you say your C64 supports cartridges, what exactly do you mean? If yo bought one of the more recent packs such Terminator 2, then you've got a normal C64 complete with keyboard, which supports ta and disk drives. However, if you've got a C64GS, which has no keyboard and looks l an outsize Fisherman's Friend, you're out o luck.*

You can get C64 datacorders from our ve own FORCEFIELD PLAZA (see pages 64-65 and they cost a cool £25.99.

Anyone looking for cartridges should contact Software City, PO Box 888, Wolverhampton WV1 1TP. *At the time of writing, they stock thirteen titles on cart. There's no cartridge-dedicated newsstand mag, but if anyone out there produces a fanzine, send us a copy and we'll give it a fr plug.*
LM

ANY PORT IN A STORM...

Dear Lloyd,
A few months ago I read that *Parasol Stars* had been nicked and Ocean have yet to decide whether to continue with the project *(check out Ian's feature on page 22 for the latest news — LM)*. Well, instead of starting from scratch why don't they port across the ST version? This will save time *and* improve the graphics. Please put this idea to Ocean and see what they have to say about it.
Unknown, Anytown, Anywhere

● *Nice idea, but it just wouldn't work. For starters, the graphics would actually be worse. Every computer has its own screen display, and porting graphics from the ST to the Commodore would compromise their quality — far better to get the most from the C64 in its own right. Also, porting code from one machine to another makes it run extremely slowly. Ever seen one of the early Dizzy games? Ever played Chase HQ? They were Spectrum ports — I don't know if it's even possible to modify 16-bit code (I suspect it isn't).*

Once again it's a nice idea, but we'll just have to face the fact that Parasol Stars will never be released on the C64. Oh, and by the way, as you didn't sign your letter, I'm not signing my reply.

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LETTERS!

SPECTRUM CHUM

Dear Lloyd,
I'm absolutely furious about the 'Spectrum' comments in your nagazine. I've owned a Speccy for quite a while, and I'n proud of it.

Having acquired a C64 from my brother, I bought Issue Three of COMMODORE FORCE — there were loads of nasty Spectrum' jokes, most of them about the graphics. As an owner of both machines I tell you Speccy graphics are often far superior, eg *Space Crusade*. Onpage 49 there was a remark about the life expectancy of Speccy mags. There are two on the market (the same as for the C64), one of which has been going for ELEVEN years, the other SEVEN. Come on Loyd, us 8-bit owners should stick together!
Gavin Smith, Belfast, Northern Ireland.

● *Much as I hate to admit it, you're right about* Space Crusade. *The C64 version should've been the better of the two, but for reasons unknown it, er... wasn't. I've had several complaints about the Speccy jokes, and on reflection I feel you all have a point — the 'my machine's better than your machine' argument was always pretty childish, and therefore best left to console owners. I still can't help feeling that the Speccy's days are numbered, but I'll make no more jokes about it — promise.*
LM

CRAZY IDEA

To Lloyd,
While reading the *Crazy Cars III* review in Issue Two, I had an idea — a screenshot caption read, 'Oh, wow! A screenshot that looks like every other screenshot on the page. Don't blame us, we didn't write the game!' Why don't you write a game and put it on the covertape, or better still put it on sale and get some more dosh to improve the magazine? You seem to have most kits, and all except James (like, man!) seem to know how to work them.
Nathan Weston, Blackpool, Lancs

● *The magazine doesn't write itself, you know — we could spend all day every day programming covertape games, but at the end of the month there'd be nothing to mount them on. Also, using kits is a lot harder than you think — what makes you think our games would be as good as this month's ace SEUCKer, for example? Besides, all kits are somewhat limited — the chances of getting a utility game onto the shelves are pretty remote.*
LM

DUTCH SLEAZE?

Dear Sir/Madam,
On purchasing a copy of the March edition of COMMODORE FORCE, I was stunned and disgusted to see the pictures from the *Dutch Breeze* demo on pages 61 and 62.

My son and his friends buy the magazine, and they're aged between seven and eight. Do you really think this is suitable for that age group? Needless to say, none of them will be allowed to purchase your mag again until you promise to clean up your act.
D O Tighe, Tamworth, Staffs

● *Er, over to the Man Ed for this one, methinks!*
LM

● Firstly, may I point out that the only reaction to the pictures you mention have been your letter and a telephone call from a similarly concerned parent. Far less than I expected, but still enough for me to stipulate, right here in black and white (or whatever colours Claire decides to use), that no way will pictures as strong as that appear between our covers again.

I'd like to add that I thought long and hard (no pun intended) about using the somewhat saucy images in the first place, and decided that they would be acceptable provided the *really* naughty bits were covered (which they were). There was nothing shown on pages 61 & 62 that couldn't be seen in daily papers throughout the land, but I accept that a computer magazine isn't the right environment for pics of this nature, and will ensure that, in future, they don't appear.

And by the way, for anyone who missed out on our marvellous March mag, back issues are available through the FORCEFIELD PLAZA!
STEVE

SNIPS

More tasty titbits and tomfoolery taken from your marvellous missives.

Is Ocean's Comic Relief game *Sleepwalker* the same as Zeppelin's *Sleepwalker*?
JM Ward, Accrington, Lancs.

■ *No, they're completely different. The Comic Relief version WILL be available for the C64, but not for a while yet.*

Why doesn't COMMODORE FORCE have a classified ads page?
NJ Sharples, Chorley, Lancs

■ *Because they're too easily abused. Pirates use them to make contacts, and unscrupulous businesses send unsolicited circulars or chain letters to advertisers.*

You're the best computer format about.
Simon Pettitt, Nuneton, Warcs

■ *Come again?*

Cliff Burton was the greatest bass guitarist in the world. He used to play with Metallica.
Liam Byrne

■ *I'm really pleased for the guy, but why are you telling us? We're not* Kerrang *you know!*

I read the *Big Box 2* review in the February issue — do you know where I can get a copy
Mrs M Wilby, Pinxton, Notts

■ *You can order it direct from the publishers. Send a cheque/PO for £16.99 (cassette) or £19.99 (disk), payable to Bea Jolly, to;* **Beau Jolly, 29a Bell Street, Reigate, Surrey RH2 7AD**

MANGRAM'S MAIL BAG

Well that's about all for this month. Keep the letters flowing, you know it makes sense. Not only could you see your name in print, but from now on, the LETTER OF THE MONTH wins a mystery prize! Unreal! Or, as my granny used to say, 'it's not a real prize if it's not a surprise'. See, gran — I told you I'd get you back in the magazine!

If you've anything t add on the DUTCH BREEZ debate, the imminent death of the Speccy, or the impending return of my barmy old gran to these hallowed pages, drop me a line, you know where to find me!

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PLEASE MAKE SURE YOU STATE WHETHER YOU ARE INTERESTED IN A *TAPE CATALOGUE* OR A *DISK CATALOGUE* SO YOU RECEIVE THE CORRECT ONE. DETAILS OF THE 'AUDIO RANGE' ARE CONTAINED IN BOTH CATALOGUES.

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This issue of *COMMODORE FORCE* is just one of the many magazines produced by Impact Magazines - Britain's fastest growing computer and console magazine publisher.

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If you would like to be considered for any of the jobs in this advertisement please write to Eddie McKendrick, Publisher, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW. Please enclose a recent CV and quote the vacancy reference number.

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(REF: CF/HA/GR2)

Are you the world's best game fiend? Can you complete even the meanest challenges within hours of getting your hands on a cart?

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Closing date for applications: 01/05/93

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(REF: CF/HA/DE2)

Our future plans urgently demand an obscenely talented and alarmingly enthusiastic *MAGAZINE DESIGNER*.

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Our new projects demand someone who can effortlessly meet the challenge of translating game screen-shots and editorial copy into innovative and informative review, news and feature pages.

Closing date for applications: 01/05/93

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(REF: CF/HA/SS2)

At last! - A job ideal for someone with excellent research, organising and writing skills. Working closely with the editor, this position involves the production of all non-review based editorial - including vital regulars like news and high-score sections. An ability to communicate effectively with all members of a magazine editorial team - even under pressure - is an essential quality.

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Closing date for applications: 30/10/92

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(REF: CF/HA/AM2)

We urgently require an *AD MANAGER* to take control of our new projects. Reporting directly to the senior sales manager, this vital position demands a self-motivated professional with at least two years media sales experience. The extensive remit includes responsibility for targeted campaign research and implementation.

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Closing date for applications: 01/05/93

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COMPETITION!

GOING GOING GONK

With the arrival of the stunning *Trolls* this month, we thought we'd give you the chance to share our jubilation. T'was a momentous occasion when it plopped through the Force letterbox one fine morning, and everyone in the office thought it was well worth the wait — a top-notch offering in every conceivable respect.

It's been a while since we last saw the crew literally fighting for the next go on a new game. The sight of our jolly selves locked in mortal combat was therefore greeted with some surprise from the (very) odd characters who wander into the office from time to time. As it turned out rank won through in the end. Steve reminded us who was editor and wouldn't let anyone else play all morning. Fortunately we got our revenge by hiding all his biros. He still doesn't know where they went. Ha! Anyway, we couldn't possibly keep all this to ourselves so we've teamed up with Flair for a great Trollish (sort of) competition.

First prize is a totally bodacious Casio hand-held mini TV, with 20 *Trolls* T-shirts for the runners up.

To be in with a chance of winning the star prize, write in and tell us which famous personality reminds you of a Troll and why. Easy eh! The funniest and most original grab the goodies.

● Answers on a postcard to;

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Make sure they arrive by 25th May, or they'll be stored in the cylindrical filing cabinet (ie. the bin).

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GONK

OLIVER FREY

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PUBLIC SECTOR

Computer-magazines; don't you just love 'em (especially the one you're reading)? A cheap alternative to the glossies are fanzines, says REMI 'ROVING REPORTER' EBUS. There's more to them that meets the printing press too... disk-magazines are here!

SHOCK

• Legend

Shock from the coding group **LEGEND** is a Dutch Production excelling in design and originality. Starting life as a print-and-paper magazine under the **CULTURE** label, *Shock* had no trouble gaining popularity. Awesome artwork by MIRAGE and an interesting range of subject matter made it the most eagerly-sought magazine on the scene.

When **CULTURE** split and the **Shock** staff ended up in two different groups, the end of the magazine seemed imminent. It was saved when the **Shock** members who joined **CENSOR DESIGN** decided to bring out a disk version. They released twelve issues before both editors left **CENSOR** and **LEGEND** took over the mag. The thirteenth issue featurres two playable game previews, *Fight For Fireedom* by **VICTRIX** and *Moribund* by **TWICE EFFECT**, but we're here to look at the magazine, not the previews.

Since *Shock* is produced by **LEGEND**, there's no front end intro — you're confronted with a menu after loading the main file. The menu looks exactly the same as it did under **CENSOR DESIGN** (except the **CENSOR** logo's gone), two elves holding a menu on which the ten chapters are signposted.

The chapters feature US and European news and charts. Where most magazines publish all the news they can get their hands on, the *Shock* team print what they've gathered themselves, mostly about bulletin boards. The charts are compiled by people calling a Bulletin Board Service which functions as *Shock* HQ. This lets you vote for your favourites for the next issue. *Shock* is very BBS-minded, so it's not surprising they've got a special board section in the magazine with board news, numbers and even reviews.

There's also two interviews, (one US guy one European), but by far the best feature in *Shock* has only been published twice. That's the chapter where the *Shock* staff follow a certain rumour and ask the people involved for their opinion. Some of the responses are hilarious.

Shock is THE magazine to read if you're into modem-trading, and even if you're not it keeps you up to date in the world of boards, baud rates and phone bills.

SCRIPT

• Clique

Believe it or not this magazine's from Turkey, and has been voted the best C64 disk magazine currently available! *Script* was called *Cemetery News* when published by **BRONX**, but when **BRONX** became **CLIQUE**, **Cemetery News** became *Script*.

At the moment *Script*'s the biggest disk magazine available on the C64, with over 20 chapters and around 2000 blocks of uncrunched text (considering this column's about 60-70 blocks, that's an awful lot of reading). With commercial magazine editor REMIX in the driving seat, *Script*'s the magazine for your average scene follower wit lots of news and charts compiled from over

BRUTA

• Brutal

Another Dutch magazine (and another patriotic plug), and until recently the b on the scene. Although *Script* has tak the Number One spot, *Brutal Recall* holds its own at Number Two. **BRUTAL**, a group with

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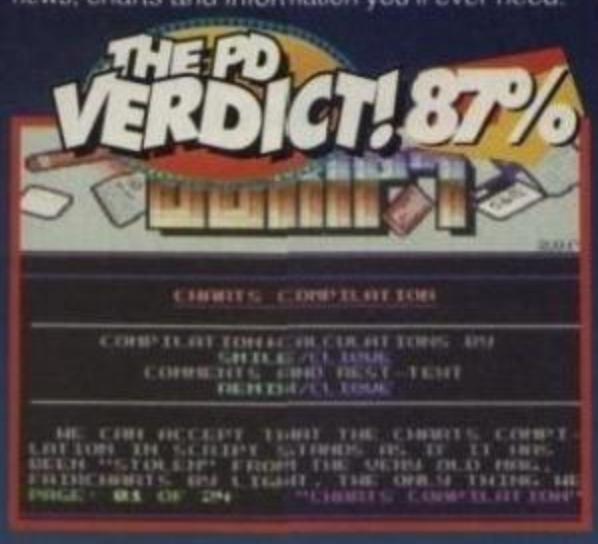
400 vote-sheets.

Script depends on feedback from their readers, and the standard is usually high. There are several chapters where readers can state their opinions on subjects like the future of the C64, the computer elite vs lamers, fair charts and anything else that's currently a hot topic.

Presentation graphics and music change after almost every issue as *Script* give talented newcomers a chance to show their work.

Other chapters feature a graphics slideshow and a demo sent in by readers, and the editorial where REMIX writes whatever he wants. *Script*'s best quality is that it's not afraid to discuss controversial topics such as discrimination or the Gulf War. Readers then comment in future issues, offering a much-needed platform for discussion.

Script is written *by* the average scene-dude *for* the average scene dude, and has all the news, charts and information you'll ever need.



And last, but certainly not least.....

REMARK

• Mega-Industries

Yes, it's yet another Dutch magazine, but in my opinion this is the best of all (but I would say that 'cos I'm the editor). One of the longest-running magazines currently available, its radically different outlook is exactly what its readership wants.

The first issue was published on paper, but never got the attention it deserved. Years later it was relaunched on disk, putting a whole new perspective on the magazine. Straight from the relaunch issue, *Remark* was a success. By then there were already dozens of disk magazines, all looking remarkably similar except for the group's name above the menu. Visually *Remark* was no exception, but editorially it was very different indeed. Instead of informing the reader it's main aim is to entertain, with chapters such as Crap Attack, a section full of crap (and probably inspired by our competitors — Dep Ed).

Interviews featured in *Remark* are always with the big names, like MARIO VAN ZEIST (programmer, aka HAWKEYE), JEROEN TEL (remember the interview a few issue back?) and more recently the ROWLANDS BROS (*Creatures 1 & 2*).

Their party reports are more like a stories, giving the reader the feeling that he's there — far better than just stating who attended, what was released and who won the competition.

The news chapter doesn't feature the usual material found in other magazines, but interesting stories about what happened during the last month. And as they're an official magazine, they take their game and demo reviews very seriously.

Remark is THE magazine to read if you want to be informed but entertained as well. All you need is here... and more!

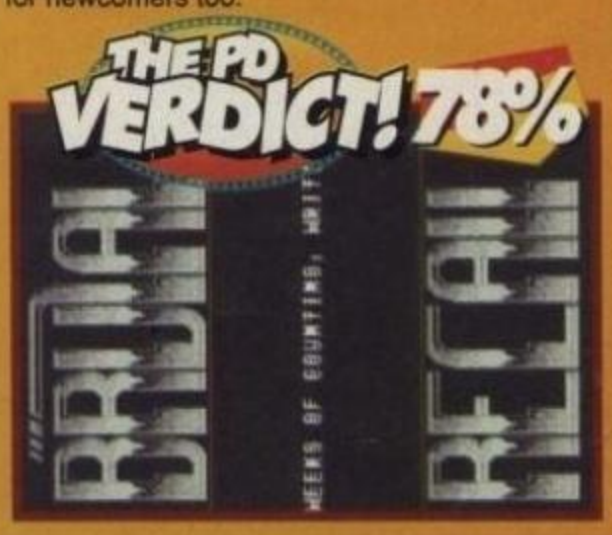
RECALL

members all over the world, has grown into the best swapping group around (they do other things as well, but somehow this is never noticed by the masses). Being one of the best trading groups ever, their products are very well distributed and that's the main reason for *Brutal Recall*'s success — everybody who's anybody gets a copy of it.

Compared to *Script* it's more of a news magazine. *Brutal Recall* reports happenings on the scene, while *Script* gives opinions about them and asks for reader's views.

Their menu's pretty simple; on the left there's the chapters, on the right the utilities (word hunters, music editors, etc). They get most of their news from contacts and boards, and as **BRUTAL** has members all over the world there's always a member in the neighbourhood. As well as useful addresses which every magazine has, **BRUTAL RECALL** also prints all BBS numbers from all over the world.

BRUTAL RECALL has a red-hot news section, great information, addresses, BBS numbers, dates of forthcoming parties and everything a scene member needs. It's perfect for newcomers too.



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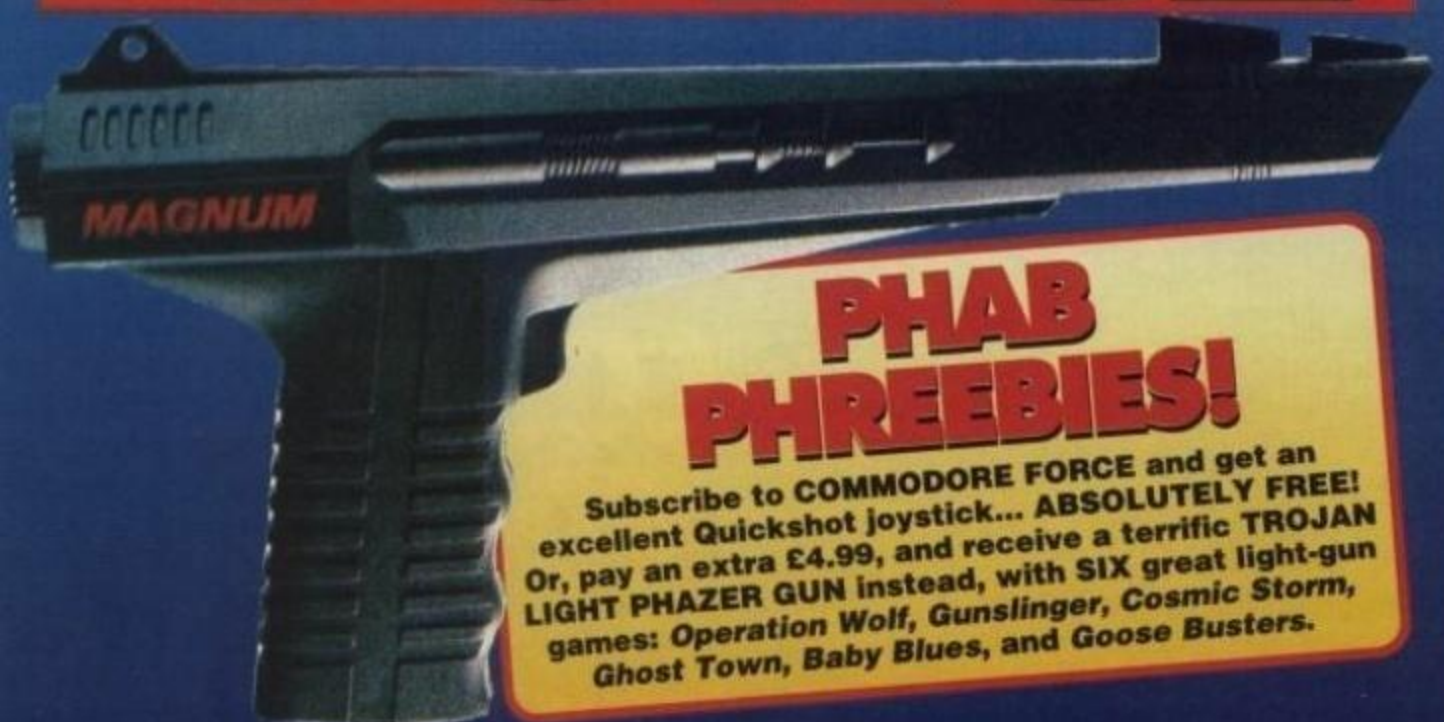

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WHATEVER NEXT?

They seek 'em here, they seek 'em there, they seek those previews everywhere... and here they are! MILES 'FORESIGHT' GUTTERY looks at a couple of imminent releases on the good old Commodore 64!

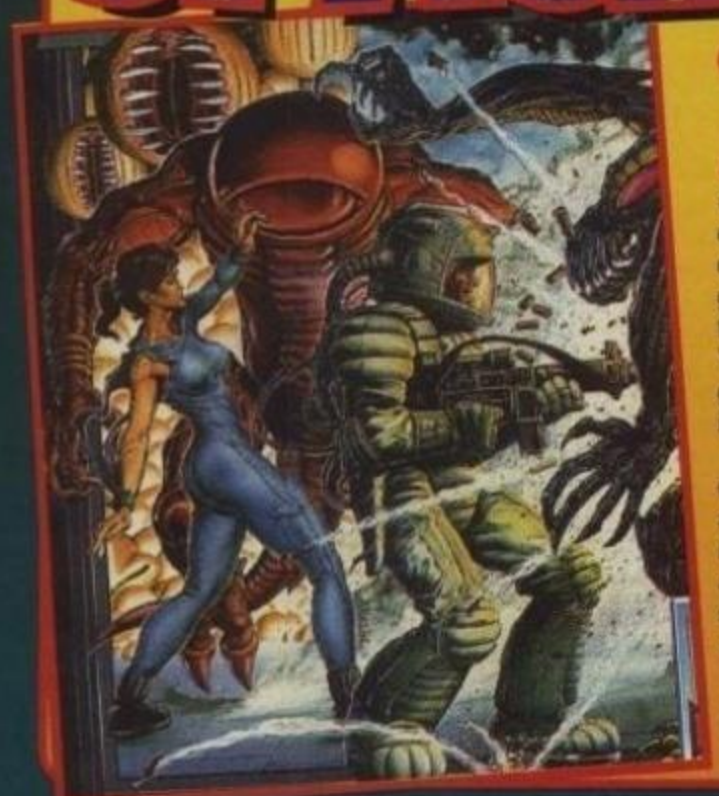
McDONALDLAND

• Virgin

Would you believe it? A computer game based on a fast food chain! So what's it going to entail? Selecting the correct queue in order to get served quickest? Or perhaps you'll fight for a seat before being forced to sit on Ronald's lap in the kiddies section? Well it's nothing like that actually, it's a platform pounder in the *Mario Bros* tradition.

The devious Hamburglar has stolen Ronald McDonald's magic bag and the only people who can retrieve it are the seriously-cool MC Kids (YO!). Thirty levels and seven worlds await in this leap-around extravaganza. From what we've seen so far, *McDonaldland* bears an extremely uncanny resemblance to a range of console games featuring the aforementioned stout moustachioed character of Italian descent. Ho, as they say, hum. Check out our full review next month, as we order double fries and spicey chicken dip, and hey — have a nice day!

SPACE GUN

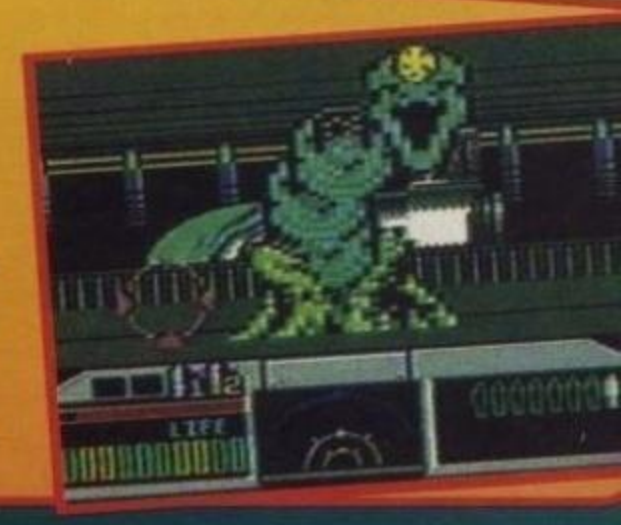


• The Hit Squad

Space Gun's one of the most blood-thirsty arcade bashes of the last couple of years. It's a variation on the tried-and-tested *Operation Wolf* theme, but boasting huge aliens who explode in a shower of blood and limbs when destroyed. Who could forget the gross bleeding gashes that split the screen when one of the aliens took a swipe at you with his excessively-clawed hand? Yep, there's nothing like getting your hands on a large gun and embarking on a relaxing afternoon of intergalactic genocide.

Of course the home computer conversions had to do away with the impressive weapon sported by the arcade cabinet, but despite this drawback it still recieved some more-than-favourable press when it first appeared. If you missed it first time around, stop sobbing — the monster's coming back at a wonderfully affordable budget price.

Remember, don't listen to what those boring pacifists say. The only good alien is one who's body is splattered across several square feet of floorspace!



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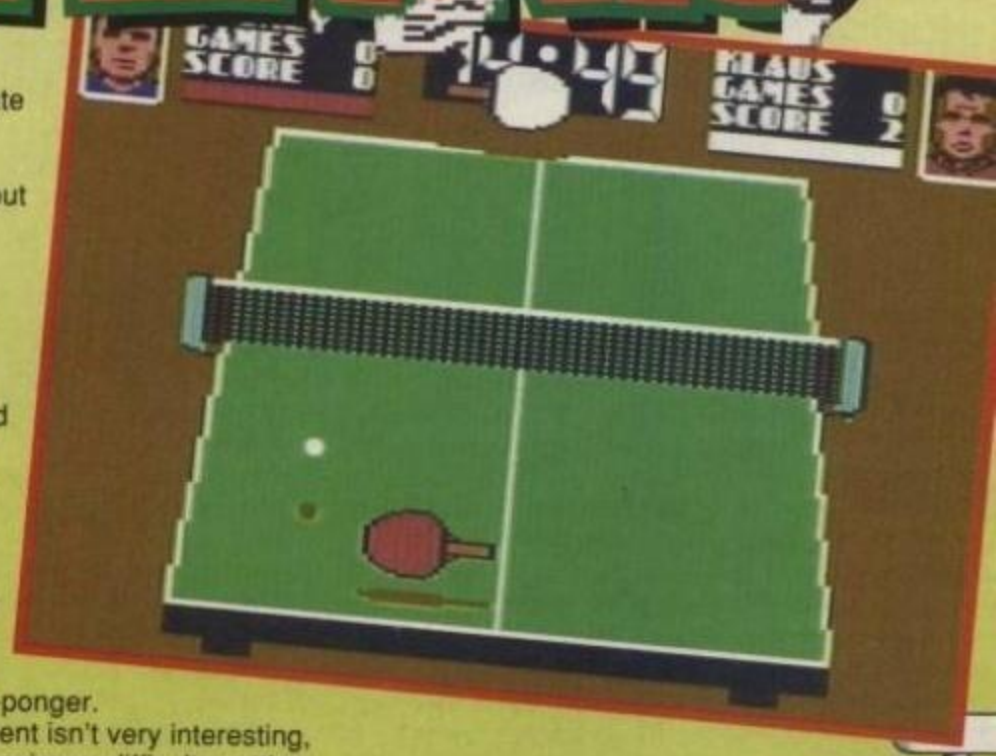
Take tennis, shrink the court, replace the racquets with wooden bats and mount the whole thing on a piece of furniture. CHRIS 'WOODEN TOP' HAYWARD first pings then pongs...

● **Zeppelin, £3.99 Cassette**

TABLE TENNIS



The only TV coverage I've seen of table tennis was a contest between two Frenchmen who turned the event into a theatrical performance. They ended up playing on a toy table the size of a shoe box, and since that day I've had no respect for the sport at all.

Despite lurking in youth clubs all over the country, ping pong has a surprising number of serious followers, with international tournaments being held every year. Zeppelin's own version is a straightforward ball-and-bat bash, inheriting attributes from the old monochrome paddle game imaginatively-titled *Pong*. Unlike the ancient version, this rendition does have a decent view of the table (the original didn't even have a table), with the players represented by the bats that they're using. The winner of each game is the first to reach 21 points, after which the participants change ends. Lots of options are on offer — configurations include ball speed, skill level, hand grip, tournaments and even the colour of your bat. An additional selection is the expedite rule, which basically this means should 15 minutes pass with the game still in progress, service alternates between players until one gains the required victory score. Up to eight people can partake in a tournament, the winner receiving a trophy from the ever-radiant Miss Lovely.

The Ping's The Thing!

The abundance of options vastly improves what would've been a dank game. Table tennis is hardly the most exciting sport to simulate, but the choices available enhance it to a moderate degree. I can't help feeling that the programmers copped out when it came to producing the main sprites. Controlling a floating bat's about as exciting as reading a trifle! The person holding the thing should at least be displayed. Aiming the ball is very tricky, and not in the game's favour as far as accuracy is concerned. However, it plays fast and there's plenty of scope for a decent two-player ping-ponger.

Entering the tournament isn't very interesting, and unless you're on maximum difficulty setting it's an infant's puzzle to complete.

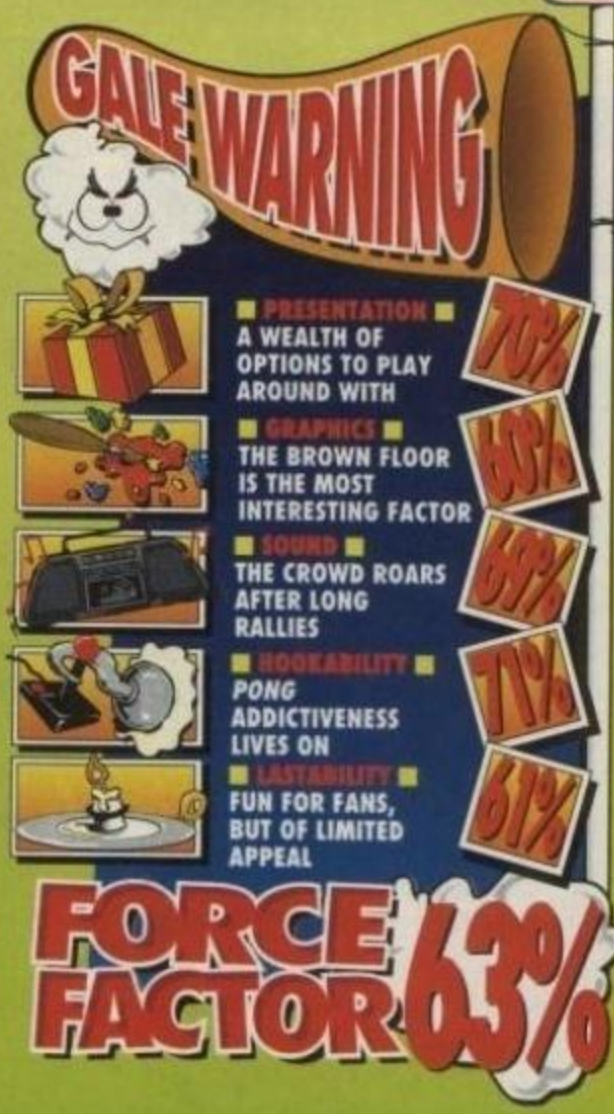
If you don't mind the lack of a table, Zeppelin's own *International Tennis* is a much better bet. The rules may differ, but overall it's the same bat-and-ball action. As an accurate conversion the programmers get respectable marks. The question is, should they have bothered in the first place?

CHRIS! 64%

● **It's all a question of sport — like, why does your player become invisible as soon as he gets near the table?**

MILES! 61%

● **Apart from the two-player element and a few options, this little effort offers no more playability or depth than the trouser-creasingly ancient *Breakout*. Graphics and gameplay are from equally uninspired buckets. 'Drab, drab, drab' sang the terrapins, and they were right. In fairness, *Table Tennis* isn't a bad game for what it offers. The problem is it doesn't offer enough. Variation of shots is minimal, detracting from the satisfaction of winning, making it a seriously run-of-the-mill affair.**



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ROBIN HOOD — LEGEND QUEST

My my my, little reviewer, what big teeth you have. 'All the better to eat you with, Little Red Robin Hood!' CHRIS 'SHE MAID ME DO IT' HAYWARD has the wrong idea completely, as usual...

● CodeMasters, £3.99 Cassette

Where there's good, there's bad. Where there's wealth, there's poverty. Where there's an evil sheriff increasing taxes, there's a smart alec wandering around the woodlands in green tights and a feathered hat. Much to my delight, this isn't a conversion of the lousy Kevin Costner movie (wasn't his accent atrocious?), but a much better escapade with the tree-dwelling fellow striving yet again to free his darling maid Marian from the nasty Sheriff's clutches.

Amidst all the kerfuffle of raising money for charity (he's never run a marathon with Jimmy Saville though — hypocrite), Robin completely forgot about his loved one. While serving stewed hog to a group of lepers Bob heard of Marian's capture, so after several hours deciding between a beautiful damsel and a team of flaking peasants, he set off to Nottingham to confront the low-down law officer. So begins another arcade platform crusade, based in the bowels of Nottingham Castle where Robin jumps treacherous gaps, avoids fire-spitting gargoyles and skewers guards with flaming arrows.

The castle corridors aren't as easy to navigate as you'd expect. Only by collecting keys can you open certain doors and activate lifts, taking you further into the fortress and nearer to Marian. To beef up your points and get more valuables for Robin's charity shop, you collect treasure chests and priceless articles the sheriff carelessly left lying about. The hooded one has three lives, and can take three hits per life. Extra energy is found in the form of heart icons.

● Robin: 'Take that, thou foul fiend!' — Skeleton: 'Is it dinner time yet?'

Maid In Nottingham...

The C64 isn't short of this game genre, but *Legend Quest* contains a certain spark that sets it aside from its competitors. Apart from the usual jump-and-shoot routine, there's a small puzzle element requiring some serious thinking. For instance, secret passages only open if you stand in the correct place or jump on a particular barrel. You don't need to cover every screen to progress, but if it's treasure you're after then stern amounts of grey matter needs utilising. Robin's animation is great, cheerfully jogging along and pulling back an arrow as if carefully taking aim — superb. The backgrounds are jolly but a little dull in places, and the enemies are in need of a lick of paint — the dwarf's shocking! What really grinds against the game's favour is the bad control method, which undermines what could have been a high scorer. Being unable to change direction in mid-air is not only annoying, but also unnecessary. The early *Dizzy* games had the same problem, but it was rectified in the later ovoid adventures — why isn't it here? It may not be humanly possible, but for a game laced with obstacles it helps enormously.

Many dangers are impossible to pass without losing energy, which is blatantly unfair. I like using skill and judgment, but when pin-point accuracy STILL isn't sufficient you can't help feeling the armies of frustration slowly advancing. Seek it out, but study hard before parting with your valuables.

MILES!

● The graphics in *Legend Quest* are wonderful to behold, brimming with colour and character as is Robin himself. He strides confidently about the platforms with a merry expression on his face, and the animation as he raises his bow to fire an arrow is excellent. Though very tricky, this is a great little game which (incidentally) knocks the spots, stripes and mottled patterns off the Amiga version. Ha — another one up for the 8-bits!

84%

CHRIS! 77%

■ PRESENTATION ■
UNLIKE THE USUAL CODIE FAIR IT'S MULTILOAD — 75%

■ GRAPHICS ■
JOVIAL ROBIN BUT DRAB CASTLE ROOMS — 85%

■ SOUND ■
SIMPLE YET FITTING SOUND EFFECTS — 80%

■ HOOKABILITY ■
BIGGISH LEVELS ENCOURAGE EXPLORATION — 79%

■ LASTABILITY ■
THE TRICKY SOON BECOMES IMPOSSIBLY HARD — 76%

FORCE FACTOR 81%

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CARNAGE

● Small, **but perfectly formed — *Carnage* gives the single-screen racer a new twist.**

● Zeppelin, £3.99 Cassette

Put the pedal to the metal and burn some rubber in an orgy of fast cars, mayhem and destruction. When the going gets tough, have *you* got what it takes? MILES 'ONE OVER THE LIMIT' GUTTERY hasn't — he totalled his car a couple of months ago!

The title may seem odd for a driving game, but after a few plays it makes perfect sense. Belting around a series of single-screen tracks could get a tad repetitive, but add a sprinkling of offensive weaponry, speed and handling add-ons and a large dollop of high-speed collisions and you know you're in for a mega wheel-spinner.

There are four competitors in all, with either one or two human racers joining in the action. The graphics are pretty neat, with small but well-defined cars ripping 'round eight single-screen courses. Collision with roadside scenery causes damage to your car. If your damage meter reaches 'full' you chug to a near-standstill, crawling agonizingly slowly to the pits to get it fixed. Needless to say this takes time — do you go for full repairs and wait for the meter to clear, or do you risk a quick patch-up and get straight back into the race?

The opening contest seems more like a Sunday drive than a hell-for-leather demolition derby, but it's important to finish as far up the field as possible — the better your finishing position, the more prize money you get.

Shopping Maul

Tactical foresight is required when buying extras. Up to four grades of engine can be purchased for extra speed. Acceleration's sluggish at first but can be souped up as the racing season progresses, and better tyres are needed for pin-point cornering. If you want to stack the odds still further in your favour, splash out on some land mines. Just when your opponent's steaming up behind you having bought a new Turbo Nutter 500bhp monster engine, a quick tap on the joystick sends him up in a plume of smoke. Very satisfying! Nitro-boosts give a short-term burst of speed, but use them wisely — it's all too easy to lose control and smash into the barriers.

At the end of each race, final positions are shown and points are awarded. A human player must finish in first place to qualify for the next track. With two players it's advisable to come to an arrangement, with one player (preferably the one with the fastest car) goes for the win while the other slows down the computer cars by ramming into 'em.

Carnage is immediately accessible and fun to play, especially in two-player mode. The need to improve your motor really fuels the desire to win. After the initial enthusiasm, however, things take a bit of a downward turn. Even if you're several points clear in the championship, one mistake means 'goodbye race' and 'hello game-over' screen. Performance power-ups are a good idea and innitially a lot of fun, but high-powered engines and lightning acceleration render the car virtually uncontrollable. You end up spending more time in the pits than on the track. The pit-stop idea's really good, with the player able to choose exactly how much repair he/she wants, but if you trash your wheels on the opposite side of the track, it takes ages to stagger all the way back. *Carnage* is the best *Super Sprint*-style racer I've seen on the C64, but probably not to every ones tastes.

MILES! 76%

CHRIS!

● *Carnage* is very much in the *Super Sprint* mold, but unlike the old rubber-burner this is fun to play! Heck no, it's darned brilliant! Not only is it eye-blindingly fast, it's also a great laugh. Razzing 'round corners and leaving mines for unsuspecting opponents is ace!

The inclusion of damage meters and pit-stops add a strategy element — if you thrash around and hope for the best, your damage meter reaches critical and your vehicle's reduced to a spluttering crawl.

Super Off Road Racer was also an admirable car-chaser, but the controls in *Carnage* handle a lot better, allowing for some serious fast-paced challenges. It's not flawless but its faults are outweighed by multitudes of good points. If you miss this, you're a psychedelic hermit at the gates of oblivion.

86%

GALE WARNING

■ PRESENTATION ■
GOOD STATUS AND EQUIPMENT SCREENS — 79%

■ GRAPHICS ■
SMALL SPRITES, SLIGHTLY SAMEY SCENERY — 80%

■ SOUND ■
RAVE INTRO THEME BUT PAINFUL ENGINE EFFECT — 65%

■ HOOKABILITY ■
APPEALING, ESPECIALLY IN TWO-PLAYER MODE — 86%

■ LASTABILITY ■
NOT REWARDING ENOUGH TO HOLD YOU — 60%

FORCE FACTOR 81%

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LETHAL WEAPON

● Messing about on the river — platforms ahoy, shipmates, etc. etc. etc.

● Ocean £10.99 Cassette, £15.99 Disk

Hollywood film-makers know when they're on to a good thing — they lightly tweak a successful movie and call it a sequel! Lethal Weapon's supposed to be based on all three films, but is it as derivative as its celuloid counterparts? CHRIS 'SAME AGAIN' HAYWARD investigates...

It's always interesting to see how film licenses are handled. Capturing the excitement of a movie is a hard task, especially when the license in question is the entire *Lethal Weapon* trilogy! I suppose originality would be too much to hope for, but depression really set in when I realised Ocean have plumped for yet another platform shooter.

Having got over my initial disappointment, I checked out the scenario against which the comical cop's capers are set. After failing to defuse a bomb and blowing up a building in the process, detectives Riggs and Murtaugh are back in uniform. To regain their detective's badges (and their dignity), they must clean up five unsolved police files.

Each case takes you to various locations within the city. After taking on the Export Gang on board a ship, you must win back the subways from evil terrorists. On later levels you rescue Leo Getz from a disused steelworks, rid the police station of a bent copper (well this *is* Los Angeles), and track down the mastermind behind an organized crime conspiracy.

● The slime encusted third level plays exactly the same as all the rest — collect the powe-up for extra firepower.

Before sorting out the bad guys you must decide which cop to control. Riggs is more athletic than his partner and jumps that little bit higher. Murtaugh, on the other hand, is a veteran with firearms and his gun-shots are more rapid. After selecting your Hollywood bobby, it's on to the first mission. Gameplay remains the same throughout, leaping moving platforms, jumping gaps and blasting baddies. The villains come in many forms, but they all act the same — just shoot them before they shoot you. Gun clips are collected to keep your ammo in a healthy state, and evidence (in the form of magnifying glasses) adds to your score. The only other power-ups are large hearts (extra life), small hearts (extra energy) and a gun (rapid fire).

Derivative Drivel

Apparently the game's based on aspects of all three films, but the string must've been very loose on this tie-in — similarities between the movies and the game are pretty remote. The fact that it's a seen-it-all-before platformer wouldn't be so bad if there was at least a small measure of variation, but after five minutes you've seen everything it's got to offer.

The sprites are respectable enough, even though they do little justice to their silver-screen counterparts (Riggs' bouffant is hilarious, and where are Murtaugh's trousers?). The levels are large, but there are no restart points. It's off to the beginning of the level should you lose a life, something that soon tries your patience. Also, as soon as a section loads you're chucked straight in, with enemies blasting away before you get chance to pick up your joystick. Hardly sporting now, is it?

After reading the manual I expected a decent game, but the gameplay bears little relation to the plot. For example, on Level Three (the factory raid) you're supposed to locate and rescue Leo, a small-time crook who can help with the investigations, but you don't. Nor do you find the money on Level One, or Level Five's bullets. They may count as evidence but retrieving a magnifying glass instead of a person is really boring, especially when you're promised rescues in the instructions! To cap it all, the collision detection's dubious and completing the game on your first attempt is entirely possible.

The old phrase 'a missed opportunity' was written for *Lethal Weapon*. The potential for a rip-roaring game is there, but unfortunately it remains unexploited — sad really, it could've been dynamite.

CHRIS! 72%

MILES!

● The plump little sprites aren't exactly what you'd expect from an action movie licence, but this doesn't detract from the initially-playable platformy blasting action. Unfortunately, the endless leaping and shooting is fairly unchallenging and soon becomes repetitive. You can get quite a long way on your first go, severely limiting long term appeal.

The poor collision detection's most annoying, with baddies' bullets hitting you even when they appear to be a mile off, and links with the movie trilogy are tenuous to say the least. Had more attention been paid to the layout of each level things could've been a whole lot better, but the simplistic blasting element soon sets trigger fingers itching for more than the game has to offer. It's not so much *Lethal Weapon* as *Unsafe Implement.*

Eleven smackers is a high price to pay for such low-key entertainment.

65%

GALE WARNING

■ PRESENTATION ■
LARGE BUT NO-NONSENSE MULTILOAD — 72%

■ GRAPHICS ■
INAPPROPRIATE CUTESY SPRITES — 74%

■ SOUND ■
THE FILM THEME IS IGNORED AND FX ARE WEAK — 69%

■ HOOKABILITY ■
INITIAL EXCITEMENT SOON TURNS INTO BOREDOM — 74%

■ LASTABILITY ■
NOT HALF AS HARD-HITTING AS IT SHOULD BE — 73%

FORCE FACTOR 69%

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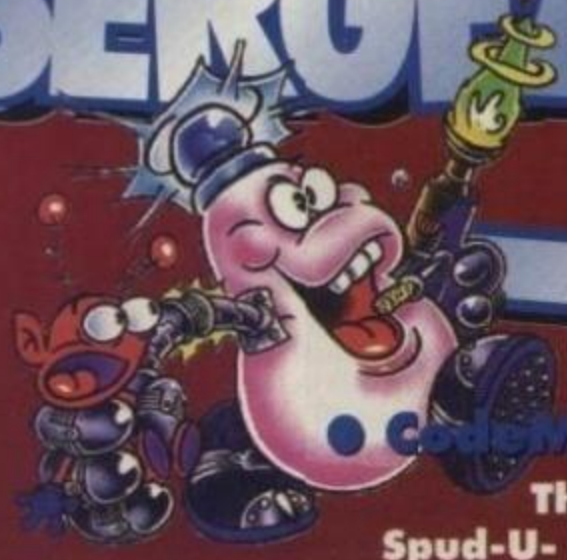
SERGEANT SEYMOUR —ROBOTCOP



CodeMasters, £3.99 Cassette

The Spud-U-Like reject's back, and this time he's got a comical, conical helmet on his head! MILES 'WRONG ARM OF THE LAW' GUTTERY joins Seymour for some legal laughs...

There's been a fair few semi-mechanical 'righters of wrongs' over the years. Steve Austin, alias the Bionic Man, alias the Six Million Dollar Man was one of the first. Almost killed in a plane crash, he was rebuilt (at great expense) with mechanical arms, legs and even a robotic eye. Stronger and faster than any man alive, he struck fear into the hearts of all would-be villains.

Several years later, a Detroit cop called Alex Murphy got half his brains blown out by an unpleasant gang of thugs. What was left of him was encased in huge metallic exoskeleton, impervious to all but the most powerful of weapons — Robocop was born!

Following in their automated footsteps comes a new breed of crime-fighter, not to mention a new breed of criminal. No gun-wielding gangsters or muggers with baseball bats here. The real criminal fraternity consists of power-crazed snowmen and deadly freezers, with armies of suicidal snowballs and psychotic penguins. Seymour undergoes yet another metamorphosis to become Robotcop, crime-buster extraordinaire.

Each level's made up of a single-screen maze. The boss is usually located near the centre, with his villainous compatriots patrolling the surrounding area. These can be punched or grabbed using Seymour's extendible bionic arm, but avoid contact as this is fatal. Captured baddies can be thrown against a wall and killed, or even used as a missile to down another dastardly deviant. Once you've destroyed all the roving baddies, you then arrest the boss and move to the next level.

A plentiful supply of pick-ups are left by blatted baddies. Most are simply for points, but be quick and you can get add-on weapons, extra lives and bonus letters. Collect the letters R-O-B-O-T-C-O-P and the current screen is automatically completed, taking you to a bonus screen where you collect as many add-ons as possible within a time limit.

Amusing Attitude

If you have a memory span approximately 398769.23 times that of a goldfish, you'll remember that this was reviewed a couple of months back as part of the *Superstar Seymour* compilation, earning a solid 72% from my good self, but how does it stand on it's own merits? Quite well, actually. Jolly arcade antics suit this budget release down to the ground. Some chirpy intro screens and a bounce-along ditty keep proceedings lively and cheerful without threatening to blow the mind. In-game graphics are clear, colourful and enhanced by some quality FX.

There's certainly a fair challenge in there, though at times it really frustrates, eg when you die and re-appear right on the other side of the maze, giving the boss plenty of time to produce more beasties.

Robotcop's the kind of game you play for five minutes while running the bath or waiting for Eastenders to start — Instantly accessible, but tiresome in long bursts.

A fair budget buy, but it won't make pigeons fly upside-down on a hot Summer's day.

MILES! 69%

CHRIS!

● As a solitary release, *Robotcop* has nothing to offer those seeking new depths in computer entertainment. Its simplicity keeps you playing and it's surprising how addictive it becomes, but only for a few minutes.

At first there's a strong need to progress to the next stage, but when this factor evolves into frustration the 'game over' message can't arrive quick enough. *Robotcop* is also found in the *Superstar Seymour* bundle, and 'compilation filler' sums it up. Got five minutes to spare before nipping out? Then this fits the bill. Wanna' get your teeth into some arcade action? Forget it! Think of *Robotcop* as an interval, a break, an item to tuck into a lapse of time and not something you'll play till the cows build homes.

60%

● Talk about blocky graphics! Those red squares don't actually do anything, though.

GALE WARNING

■ PRESENTATION ■
SEYMOUR MUG-SHOTS AND SNAZZY PRE-LEVEL BITS
80%

■ GRAPHICS ■
COLOURFUL, BUT THE MAIN SPRITE'S A BIT BLOCKY
82%

■ SOUND ■
OK TUNE AND GOOD FX KEEP BORED EARDRUMS AT BAY
78%

■ HOOKABILITY ■
MINIMUM OF FUSS PRIOR TO THE ACTION
85%

■ LASTABILITY ■
IT'LL COME OUT IF THERE'S NOTHING BETTER TO DO
60%

FORCE FACTOR 65%

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WWF 2 EUROPEAN RAMPAGE TOUR

● Ocean, £10.99 Casse
£15.99 Disk

Laydeez and gen'lmen, take a ringside seat for the main event of the evening — 15 rounds for the wrestling sim championship of the world. MILES 'YOU GRUNT, I'LL GROAN' GUTTERY versus the entire WWF...

Oh no, they've landed! Not content to confine their grunting, posing and fairy-fighting to the States, the loudmouthed muscle-men of the WWF are on the way to our quiet and serene continent. The European Rampage™ has begun!

On loading you choose between a two-player practice match or one-player tournament mode. Pick your character from the four available — 'Macho Man' Randy Savage, Hulk Hogan, Bret 'Hit Man' Hart and The Ultimate Warrior.

The tour begins in the Brittanic Arena, London, with your opening bout against the fearsome Typhoon from The Natural Disasters tag team. A variety of moves are available, accessed by positioning the joystick and hitting fire. Moves are context-sensitive; for instance, if you're standing still, hitting the fire button makes you punch or kick depending on your distance from the opponent, but if you're running, you perform a flying kick. When you floor the other guy, be quick — you can give him a couple of kicks to the head before he gets up.

There are several ways of putting your adversary on the canvas. You can climb onto one of the ring posts and jump on him, or bounce off the ropes and charge him down, though this takes pin-point timing. The easiest method is to beat him in a grapple. Waggle the joystick repeatedly, and if you're quick enough you pick him up and throw him. Should this happen near the ropes, chuck him out of the ring and follow him out to continue the brawl. Be careful though — any fighter out of the ring longer than ten seconds is disqualified! When you've downed your opponent you can attempt a pin, but if he's got too much energy left he'll break it.

Defeat Typhoon and you can take on Irwin R Shyster of Money Inc, and finally Sags of the Nasty Boys. Beat them all in each of three European countries (Britain, France and Germany) and you take on The Mighty Animal from Legion Of Doom at Maddison Square Garden for the Championship.

Gripping Grappler

The sequel to the C64's best (though not brilliant) wrestling sim is a less frilly affair than its predecessor. Front-end intro screens consist of a credits list and a passable representation of the WWF logo. Recognisable mugshots of the 'superstars' add flavour, but again there's nothing outstanding. With the tour supposedly taking place in various venues across Europe, you'd expect a variety of atmospheric backdrops. As it is, every arena looks identical apart from the country's national flag in the top corner.

The one-player game's slightly disappointing. A respectable number of manoeuvres are included, but most aren't required — a couple of moves fox the opposition every time. For example, if you climb onto the bottom left hand post the computer opponent stands exactly where you can jump on him! If you get a mate to join in, though, things improve as a lot more thought and tactics are required.

Faster than the original and with more clearly defined graphics, *European Rampage* is more aesthetically pleasing, though the in-game sound's extremely disappointing. Try kicking a brown paper bag full of Smarties and you'll get the picture.

One for fans of the sport more than general gamers.

MILES! 63%

● That ring looks very ropey to us — there again, maybe it should! (Groan).

CHRIS!

● After the official WWF game was released a spate of grapple sims hit the scene, all with one thing in common — they were terrible! Graphically *WWF 2*, sequel to the first and finest of the current batch, is competent with detailed superstars and lots of colour being used. There are plenty of moves to get to grips with, and it's the best two-player wrestler to date.

Singles competition's are a major let-down though; they're far to easy because of the computer opponent's low intelligence. You can control any of four wrestlers, but gameplay would've been improved if you could compete against *these* guys as well as the computer's own.

If you've plenty of friends, the two-player mode keeps you more than happy. If not, stay with the original.

69%

GALE WARNING

FORCE FACTOR 66%

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SUPER SPACE INVADERS

● The Hit Squad, £3.99 cassette

They're back! Just when you thought it was safe to go back into the arcade, the Space Invaders return! Last time it was *hors d'oeuvres*, this time it's lunch. With the human race as the main course, MILES 'SPACED OUT' GUTTERY ain't sticking around for dessert...

Piffin's ever-more excited noises drifted through the open window. Glancing across, I noticed the time-machine he was dragging across the lawn. With a sigh I left my chair and sat at Piffin's side, just as the time machine melted out of literal existence. Several minutes later, we reappeared some years earlier on a seafront promenade in Southern England. Piffin skipped off towards the candy floss stand, but I had other ideas...

It didn't take me long to spot what I was looking for. Six identical machines lined the far wall — *Space Invaders*, one of the first coin-ops to hit the arcades! The graphics were terrible in those days. A monochrome screen projected onto a printed backdrop, giving the impression of colour. Even so, the gameplay soon made it a household name — an ultra-simplistic left-right-fire affair, all you did was move your craft along the bottom of the screen and blast the hordes of aliens descending ever closer to mother Earth. No power-ups, no bonus screens, just good, honest fun.

Even on such a simple game tactics soon emerged — for example, blasting the baddies at the edge of the formation slowed down their rate of descent.

Half an hour and countless vaporised aliens later I re-emerged, and spent several seconds squinting out to sea. Piffin was nowhere in sight. Shrugging, I set the time machines circuits for the heady days of 1990.

No one took more than a passing interest in Piffin's contraption as it materialised in the centre of *Skinny Joe's Amusements/Surf Shack*. Unperturbed I went about my business.

There it was. They'd tagged the word 'Super' on the front and added some pretty backgrounds and a few enhancements, but it was still the same game I'd played a few minutes earlier in 1979. Sure there were a few power-ups and some snazzy presentation screens, but do they really make a difference? Mulling this over, I headed for home...

● Eee, they don't make 'em like they used to, do they?

Ace Invaders?

A significant improvement made by coin-op creators Tengen is the addition of collectable power-ups dropped by mother ships crossing the top of the screen, eg. rapid fire, time-stops, extra shields, etc. Pretty backgrounds are the last thing you want when 70-odd aliens are coming at you, and some of the more involved ones obscure enemy bullets, causing annoying accidental deaths. There's some amusing bonus stages too, like the 'Cattle Mutilation' screen in which you protect a field of cows from swooping alien hordes intent on sucking them up and whisking them away. Watch out, too, for the aliens who stretch instead of exploding when hit, and some very impressive end-of-level baddies.

There's little more that could be tweaked without the game ceasing to be *Space Invaders*. The gameplay's still simplicity itself, but it's a toughy to beat.

In truth, this review's a bit pointless — chances are you'll know exactly what you're getting, so it's really up to you. If it's *Space-Invaders-with-knobs-on* you want, then that's what you get. If you're more of a modern gamer and demand more depth, save your cash.

I wonder what did happen to Piffin?

REVIEWS! IAN!

● The cloaked figure reached into his pocket and withdrew the object. 'It's bright, shiny, and yours for only £10,' he mused optimistically.
'But look how old it is,' I retorted. 'It looks like it stepped out the Ark.'
'Not so,' he insisted, feigning offence. 'It's been tweaked — it's completely different!' Far from convinced, I kept my wallet firmly closed. I thought no more about it until, a few years later, I chanced upon that very same individual. 'I've still got a few left,' he said, 'but now they're only four quid each!' Knowing I was on to a good thing, I reached into my pocket and withdrew the coins...*Super Space Invaders* was too derivative, too simplistic and too shallow to make a worthy full pricer, but it's basic-but-addictive gameplay make it an ideal budget bargain!

84%

MILES! 80%

GALE WARNING

■ PRESENTATION ■
SOME NICE STATIC SCREENS AND A MULTILOAD — 85%

■ GRAPHICS ■
PRETTY BACK-GROUNDS CAN OBSCURE GAME — 78%

■ SOUND ■
SURPRISINGLY POOR — SHOULD'VE BEEN TWEAKED — 40%

■ HOOKABILITY ■
NOTHING SIMPLER TO GET TO GRIPS WITH — 85%

■ LASTABILITY ■
NO VARIETY BY DESIGN, BUT WHAT'S THERE'S GOOD — 60%

FORCE FACTOR 82%

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THE DREAM TEAM

- BART Vs THE SPACE MUTANTS
- T2
- WWF WRESTLE MANIA

THE SIMPSONS — BART Vs THE SPACE MUTANTS

Oh no, space monsters have invaded Springfield, home of oddball cartoon family, The Simpsons.

The aliens want to build a super-weapon and take over the world, but luckily for us they're having trouble constructing it. They need certain items that are scattered around each level, and it's up to Bart to thwart them.

On Level One they're after anything purple. Bart must dash around with his trusty can of spray paint (haven't these people heard of the ozone layer?) turning offending objects red. Some items appear impossible to reach, but fortunately our spiky-haired young hero can purchase helpful equipment in many of Springfield's shops, such as rockets, cherry bombs and a magnet. I'll leave you to work out their uses. Other levels are equally bizarre, eg in Level Two you're after hats, Level Three contains all kinds of balloons, in Level Four it's exit signs but Five's the most dangerous of all — nuclear power rods!

Bart Vs The Space Mutants is great fun at first, but once you've completed a level ploughing through it again is a bit of a chore. A password system would have spruced it up no end.

Still, if it doesn't give you a few hours of enjoyment I'll eat my sho — no I won't say it...

80%

WWF WR

This game has an identity crisis — is it *WWF Wrestlemania* as it says in the instructions, or *WF Wrestle Mania* as preferred by the box? Ho hum...

Whatever it's called, it's easily the best game on the *Superfighters* compilation and second only to *The Simpsons* on *The Dream Team*. The sprites are big and bulky, the animation's pretty neat, and for once there's a decent game in there too! It's not perfect — the multi-load's more irritating than it has to be, and that silly name-calling at the pre-fight press conference... c'mon lads, how many bytes did you waste on that?

There's still too much waggling here for my

Having evaded your pursuer, Level Three has you patching Arnie's damaged hand. This is achieved via a slidey-block puzzle thingie. The nearer you are to completion when the timer runs out, the more energy you get at the beginning of the next level.

Level Four is set in the mental hospital where Sarah Connor is incarcerated. Help her escape by dashing around the hospital duffing roving nurses.

Each of these styles is repeated in the game's other five levels, which is a shame because none of them are much cop, and nor are they in any way original. Excellent presentation screens fail to lift this above the mediocre. It might be worth a (brief) look, but my opinion hasn't really changed since last month.

60%

The Dream Team is truly a mixed bag — varying characters, varying styles and varying quality. The pick of the bunch is easily *The Simpsons*, with its colourful graphics and zany plot. *WWF* isn't outstanding but it's still the best C64 wrestler around, and the only real let-down is *T2*, which only sold on its license. *The Simpsons* and *WWF* were released on budget this month. With *T2* already out as a cheapie, it costs less to buy each title separately than as a £15 compilation. Some bargain!

FORCE FACTOR 54%

- **Ocean, £14.99 Cassette £19.99 Disk**

Dreams... nightmares... forbidden desires. And let's face it, there's none more desirable than MILES 'DREAM ON' GUTTERY. See his flowing blond locks? See his dreamy blue eyes? See the latest from Ocean? He did...

The Dream Team — at last, a Wolverhampton Wanderers computer game! Follow the fortunes of the great Stevie Bull *et al* in their quest for fame and fortune. Full eleven-a-side rules... wait a minute — it's actually a new, all-action compilation. Oh well...

● The designer of *T2*'s second level takes a beating from an irate gamer.

TERMINATOR 2

'I'll be back' he roared — he meant it too! Reviewed as a budget re-release last ish, Arnold flaming Schwotzizname re-emerges for the umpteenth time to replay his most famous role.

Four game-types are spread across nine levels, with each section representing a scene from the film. Level One has the T800 (Arnie) trying to batter the T1000 (the bad guy) in a shopping mall, while teenager John Connor makes good his escape. This section is a one-on-one beat-'em-up with punches, kicks and even a head-butts at your disposal.

Arnie and John then link up on a motorbike, and are pursued into a storm drain by the evil one who's hijacked a large truck. The way is littered with rubbish and debris which must be carefully negotiated, but don't hang around too long or the truck mows you down (shades of *Spy Hunter*, methinks — Dep Ed).

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SUPER FIGHTER

- FINAL FIGHT
- PIT-FIGHTER
- WWF WRESTLE MANIA

● Ocean, £14.99 Cassette £19.99 Disk

ESTLEMANIA

liking, but unlike certaiin wrestling games it's not the be-all-and-end-all of the scraps. *WWF* is the best wrestler on the C64 (especially in two-player mode). It piddles over the Amiga version too — hurrah!

73%

Superstars, American Tag-Team Wrestling, you name it, we've had it. The quality of these games ranges from weak to dire, but will this three-game compilation break the mould?

Illegal fist-fights, over-hyped cartoon wrestling, violent street thuggery; SUPER fighters? They'd better be, or IAN 'S-CRAP GAME' OSBORNE will 'moida da bums'...

We're having a beat-'em-up revival here in C64 land — *Street Fighter 2*, *European Rampage*, *Wrestling*

FINAL FIGHT

● **Honestly, your honour, I was just standing there talking to my mate when these two geezers came over...**

Arrgh — no! Don't make me do it. I'll do *anything* but review this game! I'll scrub the floors, wash the dishes, scrape the rust off Steve's Skoda, A-N-Y-T-H-I-N-G!

I can't face it. I've nothing to say about the pathetic, microscopic sprites that are a bare-faced insult to the coin-op's huge hulks. I don't want to think about the India-rubber animation or the boring, samey baddies. I couldn't be bothered to talk about how easy it is (wait for the baddies to come to you, push the joystick up and press fire — repeat until completed), the appalling collision detection (you can floor an enemy without actually hitting him), or the fact that it's as boring with two-players co-operating as it is on your own. And let's face it, when you've read one sarky remark in the 'were this a reader's game, it wouldn't make the covertape' ilk, you've read 'em all.

It's no good, I just can't review this trash.

11%

PIT-FIGHTER

The more I see this game, the less I like it. In the arcades it was an average basher, with only the superb digitised graphics justifying its floorspace (the curious 'scaling' as a fighter walked in and out of the screen was technically impressive, but little more than a gimmick in gameplay terms). The Commodore 64 version doesn't cut it at all. On reading the instructions you find the title's been spelt three different ways, which sets you up for the sloppy quality of the game. The scaling's gone, the sprites have shrunk in the wash, and as for the animation... the fighters move like *Thunderbirds* puppets with stiff joints!

Pit-fighter's a dog of a game. Poor graphics, jerky animation and lack of any real excitement make it one to avoid.

38%

A good wrestling game, a not-so-good thumper and a *Double Dragon* clone that's absolutely awful... so why is the overall mark so low? Simple — this compilation's too bloomin' expensive! At fifteen quid a throw you're paying a fiver a game, which is ridiculous when *Pit-Fighter*'s out on budget, *WWF*'s due any minute and no one cares about *Final Fight* anyway. Take a tip — save your money.

FORCE FACTOR 28%

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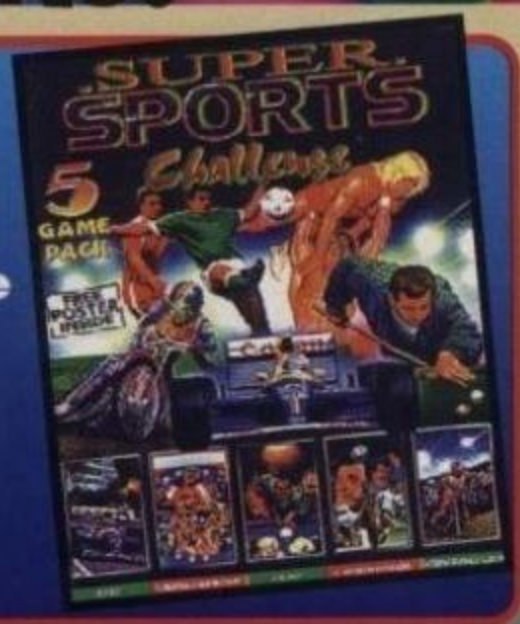
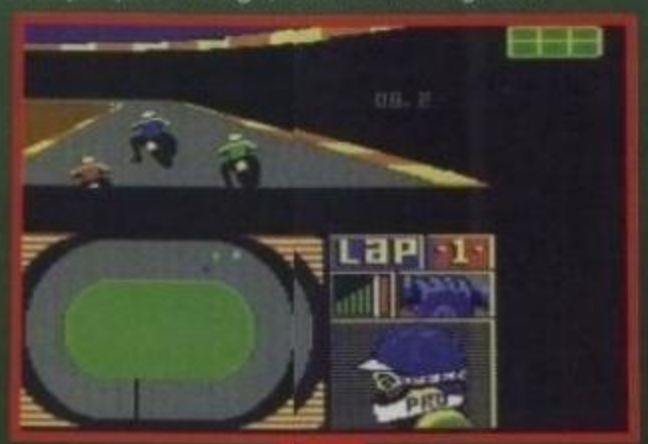
School PE lessons were never like this... Ripping around the playground in Formula 1 cars? No-holds-barred wrestling behind the bike sheds? Bunking off down the boozer for a game of Pool? CHRIS 'SICK NOTE' HAYWARD dons a pair of short trousers and re-lives his childhood...



SUPER SPORTS

• CodeMasters, £12.99

Anyone remember *Sport Billy*, that odd cartoon character from several years ago? He'd be surprised by the sports of today. Wrestling, Pool and Speedway never seemed to feature in his atrocious animations, let alone the tactical skills of football management. He might be impressed with this five-game bumper pack though, so let's investigate...



CUE BOY

There are two first-time releases in this compilation, *Cue Boy* being one of them. The sport in question is Pool, and you're a hot-shot boy with, erm... a cue. The baize table covers most of the screen, with a few selection icons across the top.

SLICKS

The ultimate goal of any helmet-clad motor freak is to win the Grand Prix, one of the most famous and dangerous circuit competitions around. *Slicks* captures all the thrills and spills of the contest, pitting you against several top racers over six international tracks. You have a bird's-eye view of each circuit, with the track scrolling in four directions to follow your car. Before each race you have a practice lap, determining your grid position and helping you to familiarise yourself with the twisting bends before competing.

Formula One cars are highly powerful, but when you start you're seated in a Benetton, and their cars are as bad as their adverts (perhaps it's the one that caught fire — Dep Ed). To improve yourself, you can challenge another driver before each race — finish ahead of him (or her) and you swap cars.

The two player head-to-head contest also adds depth and lastability. The scrolling follows the car in front, so the aim of the game is to scroll the other car off the playing area. He then loses a light from his status screen, which is given to the other player. Knock out all his lights and you've won!

Slicks is a classic. Single-player competitions are really tense. Going all-out to update your spluttering Benetton is a real challenge, and defeating a top-class driver is highly satisfying. The head-to-head works really well too, and the smooth scrolling combined with lively pace make it a spin to delight all boy-or-girl racers.

90%

INTERNATIONAL SPEEDWAY

There are several ways to get covered in mud. You could wrestle with Martika in a vat of Pursian soil (a particular favourite of mine), dig out the dirt between Milo's ears (one to avoid) or rip 'round an earthy track on a motorbike with no brakes.

Funnily enough there's not a hint of mud in *International Speedway*, even tough it's a simulation of awesome proportions — at least that's what the packaging proclaims.

In this, the compilation's other new release, you must climb through the ranks and become the top bike buff. The main screen display shows the track in a second-person 3D perspective, with an overhead view of the track showing the position of your opponents in the lower half. The bike sprites are excellently animated and work well with the fast-scrolling track, though something has to be sacrificed for speed — the background scenery's nothing but a huge emptiness.

For the life of me I can't see why a few different tracks weren't included. Okay, so all speedway courses are the same, but riding around in endless circles is hardly edge-of-your-seat stuff. Later races are very hard to complete owing to the unfeasible difficulty level — staying on the track is hard enough, let alone overtaking a fellow biker, and a two-player version (in my book, a must for any sports game) could easily have been included with just a smidgen more work.

Initially fun, but the steep difficulty curve and samey tracks take even hard-core bike fans to the limits of their endurance.

58%

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COMPILATIONS!

These include strength of shot, positioning of the cue ball and an exit option. Shots are played by moving a cursor around the table, the ball being aimed straight towards it. Hardly comprehensive, but do limited options always kill off a would-be winner? Maybe not, but don't expect an 8-bit version of *Jimmy White's* because depth is one element you won't find.

The humour brings a smile to your face even when it's not supposed to. The referee's cursed with an immense nose, and if you foul he charges onto the screen waving his arms and burbling speech — it sounds pathetic, but I was in hysterics. Another rib-tickler occurs when playing the computer. A little chappie runs across the table and stands over the pocket the computer's aiming for. Truly bizarre and exceptionally pointless, but a laugh nonetheless.

Cue Boy's easy to get into, but this is due to its limited options. For example, every Pool and Billiards sim should have is a 'line of shot' icon where an imaginary line radiates from your cue ball, showing exactly where it'll go and enabling varied plays (off the cushion rebounds, etc). *Cue Ball*'s more of hit-and-hoper.

Because of the slack user involvement, Pool fans will find it mildly playable at first but become all too aware of the monotony which follows.

70%

IS CHALLENGE

WRESTLING SUPERSTARS

Reviewed on budget a couple of issues back, this simulation of the brutish theatrical brawl didn't fare too well. The moves and grappling techniques could be more complex — in fact they're so sparse they're hardly any use at all. You spend most of the time frantically lly waggling the joystick, only to be picked up, p, flung to the canvas and pinned. Some reward!

The absence of a tra two-player fight (odd for a beat-'em-up), limited ed moves and an arduously steep difficfficulty curve make this one be to avoid — you're hard pushehed to find anything remotely intinteresting.

34%

FIRST DIVISION MANAGER

Life isn't fair. If a soccer team wins the papers are full of praise for their star players, but if they get thrashed it's the manager who carries the can. Is it in the way he organises his squad, or the lack of money lining his brown coat? Whatever the reasons for failure or success, it's he who makes the decisions that's held responsible.

Becoming a manager is a weighty challenge, and if you think you're up to it then *First Division Manager* provides a simple introduction to the world of footy management — but note the word 'simple'. The match highlights are well displayed, but managerial manipulation is very basic. The information on each player is kept to a minimum, and during matches you can't change your orders! This is fine when all's well, but being unable to give the team new advice when you're four goals down is extremely disheartening.

By no means as bad as some managerial romps, but hardly Premier League material.

62%

CONCLUSIO

A bit of a mixed bag, with *Slicks* being leader of the pack and the only one any long-term lastability. Seeing as available on budget, think carefully before splashing out. And *Sport Billy*? He returned Olympus, disappointed with a *Sports Challe* that wasn't quite challenging enough.

FORCE FACTOR 71

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4 MOST SUPER SPORTS

● Alternative, £3.99 Cassette

It's four-midable... It's four-tuitous... it's — *Four Most Super Sports*! But will you play it four-ever, or is it best four-gotten? IAN 'COMMODORE FOUR-CE' OSBORNE investigates...

Alternative's *4-Most* range has been a little quiet lately. Can't think why. Everyone loves a compilation, and some of their four-game packs were pretty good value. Still, they're back now, but with a bang or a whimper?

KENTUCKY RACING

Now here's a weird one. Based on the fairground interpretation of the sport of kings, *Kentucky Racing* has you rolling a wooden ball up a slope peppered with holes, the aim being to sink it as high up the board as possible. Your horse then moves forward a number of spaces, depending on where your ball fell. Joystick controls are fairly friendly, and one or two-player games are catered for.

With only two players (and a third CPU-controlled horse), the game inevitably loses some of the nail-biting atmosphere of the 'arcade' version, but the frustration felt while waiting for your ball to return is accurately reproduced. Despite its somewhat limited appeal, its only real fault is that the horses look identical, making it difficult to tell where you are.Not bad for a quick play though.

60%

CHAMPIONSHIP SPRINT

Don't get me wrong, I LOVE *Super Sprint* clones, but this effort's an insult to the genre.

Played on a single screen, you pelt your tiny car round the track using the usual 'accelerate and rotate' method. There's a host of options on offer (accessed through pull-down menus), and even a track editor to design your own courses.

When you get round to actually playing the game you soon wish you hadn't — the cars toddle along at a steady crawl, they bounce of the track-side walls as if they were made of rubber and the courses are far too complicated, making the game tedious instead of frantic. Ho hum...

40%

US BASKET MASTER

Hmm, not bad — not bad at all! Opting for the one-on-one approach allowed the programmers to cram in some lovely sprites and animation that wouldn't have been possible in a team game, even on a scrolling court. The usual basketball tactics are well supported, such as slam-dunking, shielding the ball from your opponent, long throws, etc.

It takes a while to get used to the control system, and in one-player mode the computer-bod plays like Michael Jordan even on beginner level. Best pick a two-player game and play it by yourself until you've got the hang of it!

Like real basketball, the rules are blindingly incomprehensible and they're not printed on the inlay either. Even so, this is still the best game on the compilation.

78%

CRICKET INTERNATIONAL

The screenshot on the back of the box didn't exactly inspire confidence in the game (a green expanse of nothing), nor did the signature tune (On Hilkley Moor 'Tha' Tat — Yorkshire stereotyping, no doubt), but only when you get into the game proper do you realise what a disaster it actually is. Huge, blocky sprites body-pop their way across a featureless field, the perspective keeps changing so you can hardly keep track of what's happening, and the update is slower than Steve's Skoda with Miles and Chris pushing it! Truly a never-load-again.

21%

CONCLUSION

US Basket Master's the only good game, with *Kentucky Racing* a worthy filler and the others too poor to mention, so I won't mention 'em. You won't feel too ripped off if you buy the compilation for *Basket Master* alone, but don't expect any long-te enjoyment from the rest of the pack.

FORCE FACTOR 60%

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SURVEYING THE SCENE

Only me! Now I don't believe you really wanted to do that. No, you didn't want to do it like that... you want to do it like this, see? Criticism, eh? Well, we can take it! In fact, we at COMMODORE FORCE positively encourage constructive comments and suggestions on how, exactly, we should be doing things. To make this a little easier, here's a simple reader survey (for simple readers?). If you would be so kind as to fill it out and mail it off to the address printed at the end, the chances of getting a better mag for your money will be greatly increased. Oh, and by the way, free subscriptions to COMMODORE FORCE will be awarded to the first ten surveys drawn from the bag on 18 April...

A: GETTING YOUR COPY OF COMMODORE FORCE

Tell us how you came to be filling out this questionnaire

(1) How did you first hear about COMMODORE FORCE?

6001 ☐ Saw it advertised in another magazine
6002 ☐ Heard about it on radio
6003 ☐ Saw it on TV
6004 ☐ Saw it in newsagents
6005 ☐ Friend told me about it
6006 ☐ Some other way (please write in)

.....

.....

(2) How often do you buy COMMODORE FORCE?

6007 ☐ Every issue
6008 ☐ Every other issue
6009 ☐ Less often
6010 ☐ This is the first time

(3) Are you likely to buy the next issue of COMMODORE FORCE?

6011 ☐ Very likely
6012 ☐ Quite likely
6013 ☐ Not very likely
6014 ☐ No chance

(4) How did you get this copy of COMMODORE FORCE?

6015 ☐ I have it on subscription
6016 ☐ It was delivered to my house by the local newsagent.
6017 ☐ The newsagent keeps it for me behind the counter
6018 ☐ I saw it in a shop and bought it on impulse
6019 ☐ I went into the newsagent specifically to buy it
6020 ☐ I didn't buy it — it was given to me
6021 ☐ Some other way (please specify)

.....

(5) How often do you visit your newsagents to buy or check out magazines?

6022 ☐ Every day
6023 ☐ A couple of times a week
6024 ☐ About once a week
6025 ☐ About once a fortnight
6026 ☐ About once a month
6027 ☐ Less often than once a month

(6) What do you do with any back issues of COMMODORE FORCE you have?

6028 ☐ Chuck them out
6029 ☐ Keep them in case I need them for info later
6030 ☐ Loan them to a mate to read
6031 ☐ Other (please specify)

.....

B: WHAT DO YOU THINK OF COMMODORE FORCE?

Your chance to put Steve to shame or pat me on the back!

(7) Overall, how much would you say you like COMMODORE FORCE?

6032 ☐ Like it loads
6033 ☐ t's OK I suppose!
6034 ☐ Don't like it much
6035 ☐ It stinks!
6036 ☐ I've never given it much thought!

(8) What do you like best in COMMODORE FORCE? (please write in)

.....

.....

.....

(9) What do you hate most about COMMODORE FORCE? (please write in)

.....

.....

.....

(10) Turn to the cover of this very issue and tell us if you....

6037 ☐ Like it a lot
6038 ☐ Quite like it
6039 ☐ Don't like it
6040 ☐ Hate it!
6041 ☐ I've never given it much thought!

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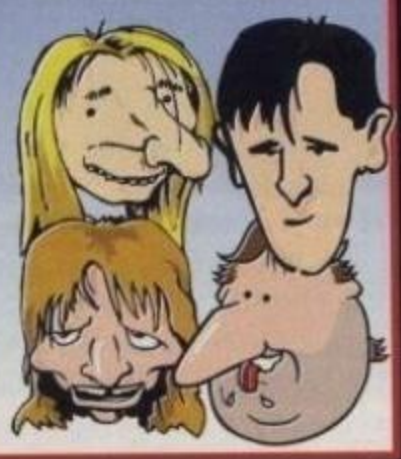
(11) We asked the people in the COMMODORE FORCE office what they thought of the cover. Below we have put some of their comments. Tell us which one you most agree with!

	Agree	Disagree	Neither
■ The cover is eye- catchng	6042 ☐	6043 ☐	6044 ☐
■ It makes the mag look value for money	6045 ☐	6046 ☐	6047 ☐
■ It gives a good idea of what's inside this COMMODORE FORCE	6048 ☐	6049 ☐	6050 ☐
■ It makes me want to look inside	6051 ☐	6052 ☐	6053 ☐
■ There's too much on it!	6054 ☐	6055 ☐	6056 ☐
■ I love the artwork	6057 ☐	6058 ☐	6059 ☐
■ I think the cover looks out of date	6060 ☐	6061 ☐	6062 ☐



(12) Below we have listed the sort of things you are likely to find in COMMODORE FORCE every month. We want to know if you think we've got the right level of coverage — so tick the box closest to your opinion...

	Too Much	About Right	Too Little	Don't Know
■ News (What's Happening?)	6063 ☐	6064 ☐	6065 ☐	6066 ☐
■ Lead Review (Rave Review)	6067 ☐	6068 ☐	6069 ☐	6070 ☐
■ Covertapes	6071 ☐	6072 ☐	6073 ☐	6074 ☐
■ Previews (Whatever next?)	6075 ☐	6076 ☐	6077 ☐	6078 ☐
■ Reviews	6079 ☐	6080 ☐	6081 ☐	6082 ☐
■ Features (Cutsies, Shoot-'Em-ups, etc)	6083 ☐	6084 ☐	6085 ☐	6086 ☐
■ Competitions	6087 ☐	6088 ☐	6089 ☐	6090 ☐
■ Posters	6091 ☐	6092 ☐	6093 ☐	6094 ☐
■ Letters (Mangram's Mailbag)	6095 ☐	6096 ☐	6097 ☐	6098 ☐
■ Tips (Tipster)	6099 ☐	6100 ☐	6101 ☐	6102 ☐
■ Big Breakfast Column	6103 ☐	6104 ☐	6105 ☐	6106 ☐
■ PD File (Public Sector)	6107 ☐	6108 ☐	6109 ☐	6110 ☐
■ Adventures (Bash Yer Brains)	6111 ☐	6112 ☐	6113 ☐	6114 ☐
■ Technical Help (Brian Strain)	6115 ☐	6116 ☐	6117 ☐	6118 ☐

(13) In percentage terms, which overall mark would you expect a dead average game to be nearest to?

6119 ☐ Below 50%
6120 ☐ 50%
6121 ☐ 60%
6122 ☐ 70%
6123 ☐ 80%
6124 ☐ 90%
6125 ☐ 100% (!)

(14) If you have seen/bought any of the games reviewed in COMMODORE FORCE, how does our review compare with your opinion of the game?

6126 ☐ COMMODORE FORCE got it spot on
6127 ☐ COMMODORE FORCE gave me the impression it was better than it is
6128 ☐ COMMODORE FORCE didn't like it as much as I did!
6129 ☐ I haven't bought/seen any games reviewed in COMMODORE FORCE

(15) Who do you trust most when reading reviews and comments?

6130 ☐ Steve Shields
6131 ☐ Ian Osborne
6132 ☐ Chris Haywardd
6133 ☐ Miles Guttery

(16) (a) If COMMODORE FORCE isn't your favourite COMMODORE magazine, tell us which one is..... (write in)

.....

(b) Why is it better than COMMODORE FORCE?

.....

.....

(17) Who's your favourite writer on COMMODORE FORCE?

6134 ☐ Steve Shields
6135 ☐ Ian Osborne
6136 ☐ Chris Hayward
6137 ☐ Miles Guttery
6138 ☐ Bash The Barbarian
6139 ☐ Remi Ebus
6140 ☐ Brian Strain
6141 ☐ Ben the Boffin

(18) What do you think of COMMODORE FORCE screenshots?

6142 ☐ They're great
6143 ☐ They are OK
6144 ☐ They are too bright
6145 ☐ They are too dark
6146 ☐ Other (please write in)

.....

(19) What do you think of the game maps and playing guides in COMMODORE FORCE?

6147 ☐ They are really really useful
6148 ☐ They are quite handy
6149 ☐ I don't mind them (I don't use them)
6150 ☐ They take up too much space
6151 ☐ They are a complete waste of time!
6152 ☐ Other (please write in)

.....

C: ABOUT YOU

(20) Sex: (do not reply 'yes please')

6153 ☐ Male
6154 ☐ Female

(21) Age (please write in)

.....

(22) How long have you had your Commodore?

.....years
.....months

(23) a: Which sort of Commodore is it?

6155 ☐ C64
6156 ☐ C64GS
6157 ☐ C128

b: Do you own a disk drive?

6158 ☐ Yes
6159 ☐ No

Do you plan to get one?

6160 ☐ Yes
6161 ☐ No

(24) Do you plan to buy another computer in the next year?

6162 ☐ Yes
6163 ☐ No

If YES, which one?

..... (write in)

(25) Please write your full name and address here (NEATLY!)

Name.....
Address.....
.....
.....
Postcode.....

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BASH YER BRAINS

Bash knows all about dragon slaying — he did get rid of whiplash after all! Perhaps he could give Corya some tips...

CORYA THE WARRIOR-SAGE — DRAGON

• The Guild, £3.00 tape or disk.

On the holy mountain of Tanel-An-Uthen stands the citadel of the Ancient Ones, where the lucky few are taught the way of the Warrior-Sage. Seldom do they venture forth into the world of men, but this tale is of one such priest — of Corya the Warrior-Sage!

Corya spent many years travelling within the realms of Tannen, but seldom was he seen unless the need was great.

The buildings of Ermahal were not unlike those of other small settlements in the land. Second only in size to the great hall was the village tavern, where many a merchant told of tales of terror as they sipped ale.

'I've heard there's a dragon in the mountains,' began one such yarn. 'It attacked Allarik on the western edge of the mountains. The whole village was destroyed, it even took some of the villagers back to its nest for later!' Silence filled the tavern. Few saw a dragon and lived.

As the Tavern-keeper locked up and settled down in front of the fire, a chilling scream cut the air. Racing outside, he was met with a dreadful sight — pandemonium scourged the village. Buildings were ablaze, lighting the midnight sky with a red glow. Everywhere villagers were running in no particular direction — all were trying to escape from something, but what?

The merchant who told the tale earlier clambered past. Barley, the Tavern-keeper, grabbed his arm and shouted 'What's wrong?'

Doesn't it drag-on?

'The dragon! It's here the dragon that attacked Allarick!' He struggled free and fled.

Turning once more towards the village, Barley reeled in horror — in the distance, silhouetted by the burning buildings, was the dragon. An inhuman cry screeched above the sounds of panic and Barley was rooted to the spot as the monster swept towards him. A second cry was the last thing he heard as he was engulfed in a ball of flame. Several times the dragon circled the village and attacked before sweeping off into the night.

Atop a small hill overlooking Ermahal, stood Corya. Seeing the devastation, he heard their prayers...

This is the dramatic setting for Tony Collins' latest adventure. Starting on the hill above the village, you descend to see what help you can offer. Lots of magic is needed right from the start as the people and creatures you meet are usually hostile.

Careful interaction is essential as most of the initial problems cannot be solved alone.

The first of the game's three parts is taken up by getting equipped for the journey and initial exploration within the vast forest. There's an exciting trip down the river in store, and you soon find yourself rescuing a poor soul who's been captured by nasty natives.

The second part's even more thrilling as you attempt the rescue and recover a stolen artifact. It's essential that you free the man as he provides essential information. After lots of legwork and exploration you reach a hidden underground city. The third part has you solving the many problems in the city itself, and struggling through icy passages until reaching the final dramatic encounter with the dragon.

To say this adventure is atmospheric would be an understatement! Detailed location descriptions and response messages carry you ever onwards through one of the most absorbing adventures I've played in years. Clever pauses during interaction with other characters add still further to the tension.

Once again Tony's clever use of text proves you don't need graphics to enhance an adventure — just an imagination. This is the stuff that true adventures are made of, and excellent value for money.

FORCE FACTOR 85%

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BASHING FOR BEGINNERS #2

Following on from last month, here's a few more words of wisdom on how to tackle adventures.

Nearly all games have dark locations, so you'll probably need a light source. Not always though — in Infocom's *Planetfall* there were loads of dark locations, and the only light source was in a room filled with deadly radiation. The answer was not to enter those useless dark locations.

Your source of light can take many shapes and forms, but it's usually a candle, a torch, matches or a lantern of some sort. Lanterns usually need oil. Whatever you come across, it's likely to grow dim and go out eventually — if you don't need it, TURN IT OFF!

If you find a dark location and have no light source, look for some oily rags and branches and make your own. I've seen some strange light sources in my time; fireflies, will-o'-the-wisps (to catch and put inside a miners helmet), and even an octopus (many hands make light work — groan). One final word about lamps — always rub them, there might be a genie inside!

Be careful how you move in dark locations. Always save your position beforehand as it's extremely dangerous. You should be able to leave a dark area the way you entered, but try another direction and you could fall to your death.

You may find weapons lying around. Remember, hacking down everything that moves is definitely NOT recommended! Sometimes the mere sight of a weapon is enough to scare off the baddies. The golden rule is don't attack unless threatned, that horrible Yeti might show you a secret exit at the back of his cave.

If you come across animals like bears and dogs, try feeding them — perhaps you have a smelly bone, or a pot of honey. Being animals they usually grab the food and slink off to eat elsewhere (or promptly fall asleep). Cats, dogs and other domestic creatures can be tamed or stroked. If they back away in fear, perhaps you're holding something that frightens them. Trying to catch the pretty singing bird rarely produces results unless you're holding a cage.

If there's a hook on the wall, there could be a rope or chain to tie to it. It's always best to pull on it first though, as the hook may snap. Ropes can be tied to all sorts of things, but try throwing them too. In *The Hobbit* and *Black Knight*, if you enter 'THROW ROPE ACROSS' on the river bank, it lands in a boat which you pull towards you.

Cracks and crevices must always be investigated. If it contains a small metal object that you can't reach, try poking it out or look for a magnet.

Finally, here's some hints on cheating the program into helping with problems; if you think you need a rope (for example) but aren't sure if the object exits, try 'DROP ROPE'. You could be told 'I don't understand the word "rope"' which usually means there isn't one, but 'You aren't holding the rope' implies that it's there... somewhere!

SACRED WRITES

Mrs Gregory of Blackpool has made it across the river in **BLACK KNIGHT**, but can't do anything with the cow. She thinks she has to milk it with the bucket and stool but can't find the right commands. Also, in **ATALAN** she's collected the treasures but doesn't know what to do next. If you feed the daisies (from the village green) to the cow, then the command MILK COW works wonders. In **ATALAN**, are you sure you've found *all* the treasures? When the last treasure's found, a rescue boat appears.

Someone else stuck on **ATALAN** is Niall Costigan of Sutton. At the altar under the waterfall, the help message reads 'When in Rome...' The author was rather cryptic here. When in Rome, do as the Romans do — people put offerings there once, so you should do the same. Try the honey. Also he can't cross the river, despite the message 'the Chinese, if they knocked their ideas together, would shoot across this'. Chop the bamboo and 'knock' it into a raft with hammer and nails.

Mrs Nelson of Huddersfield is stuck at the end of **CASTLE BLACKSTAR**. She reckons she's done everything, but can't operate the broomstick. The commands you need are SAY ABRACADABRA, U, U, TOUCH STARS, IN, N, N, SE, E, PUSH BUTTON, W, N, N, SAY FRIEND, OUT and GIVE ORB.

Jason Whittaker of Norwich is having trouble with **GUILD OF THIEVES**. He's missed the Rat Race. It's important you enter — it takes place approximately 50 moves from the start, and you MUST bet on it to get the cheque from the gatekeeper instead of just the birdcage. The money for your bet is hidden inside the cushion on the settee in the castle (a five Ferg note). Go to the courtyard in time for the race, EXAMINE RATS and USE NOTE TO BET ON GREY RAT. It wins. Use your winnings to buy the lute from the miller later on.

That's all there's room for this month. Write to Bash with your adventure posers and I'll let you all pick my enormous brain!

Join me again next issue when I'll be reporting from the Blue Peter studios. There I'll demonstrate how to slay a valkyrie with an empty bottle of Fairy and some sticky-backed plastic! Only kidding, I'm using Persil liquid really!

CONTACT POINT

● Please make cheques payable to Glenda Collins.

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